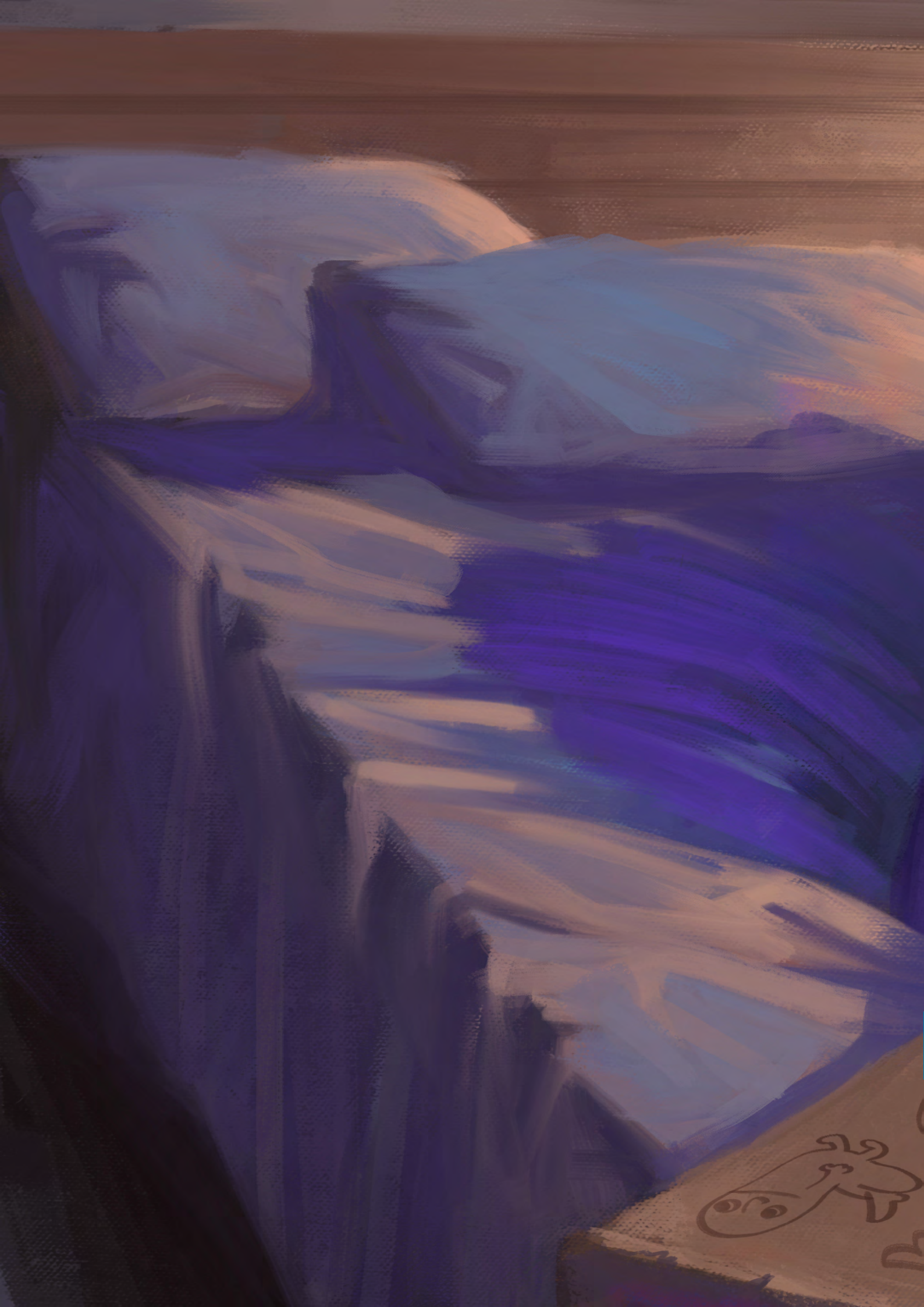


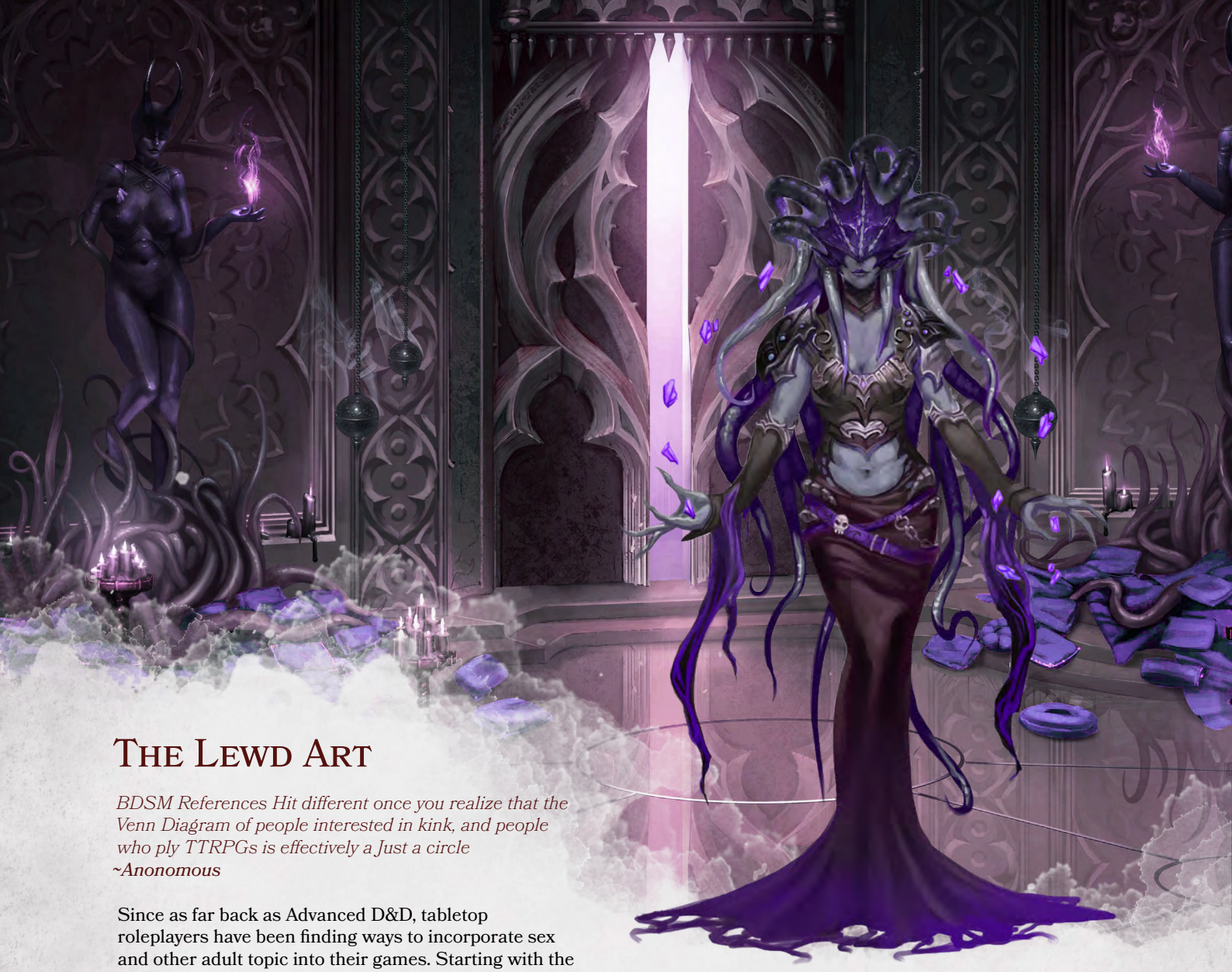
The Lewd Handbook 3.7

Sins of a New Eden

DUNGEONS & DRAGONS

A 5th Edition Guide to Kink and Fetish

Designed for 2014 Rules



The Lewd Art

BDSM References Hit different once you realize that the Venn Diagram of people interested in kink, and people who ply TTRPGs is effectively a Just a circle
~Anonomous

Since as far back as Advanced D&D, tabletop roleplayers have been finding ways to incorporate sex and other adult topic into their games. Starting with the AD&D Guide to sex, and exemplified perhaps in the 3.5 Book of Erotic Fantasy, lewd roleplaying supplements have existed nearly as long as tabletop RPGs themselves. Even the poorly received 4th edition has at least one well developed rulebook for those looking to turn their ad-venture into a sex-venture.

While the Venn diagram may not be a complete circle, the kink and tabletop gaming communities have always had a strong amount of overlap - And why not? Tabletop gaming has always been something that appeals to outcasts and misfits - people with a desire to live out or explore fantasies on a level more personal than other formats might allow. Both the kink and tabletop communities share a vast array of similarities in their appeal, and the escapism of fantasy gaming in many ways mirrors the escape that so many find in kink and eroticism.

Beyond that, the very makeup and history of tabletop gaming lend themselves to adult themes and sexualized adventures. Heavily inspired not just by early science-fiction and fantasy comics such as *Conan the Barbarian* and *John Carter of Mars*, so much that we now recognize as the core of Dungeons and Dragons is built directly on works of sexploitation and fantasy. And one has only to do an unfiltered google search of any Critical Role character to see that such interests are still alive and well within the community. People like fantasy. People Like sex. Why not bring the two together?

Running a Lewd Game

Whether you are planning an entire campaign centered around an eldritch sex dungeon, or just interested in a kinky one-shot, there are a few rules to keep in mind when playing an erotic adventure. Many of these things are already a part of maintaining any healthy roleplaying group, but take on new meaning and importance in the world of erotic fantasies. Others are completely new challenges that only appear within the intimacy of a sexually charged setting.

Playing an erotic adventure means revealing a part of yourself to others that can be very personal and vulnerable - and everyone else at the table is allowing themselves to be similarly vulnerable. Erotic roleplay is an intimate experience, and it should be done with respect and care for everyone involved.

While the purpose of this rulebook is primarily to address the mechanical components of a lewd roleplaying experience; but before we can properly discuss rules and game mechanics, it's important to address some of the basic elements of maintaining a safe, sane, and consensual atmosphere at your table.

Consent is Key

Whatever the rules are at your table for playing consensual or non-consensual scenes, the number one rule to remember in any sexually charged environment is that consent is key. This means not just the consent of the players to experience a sexual adventure, but the consent of the DM to create those adventures. And this consent can be revoked at any point. If scene gets too spicy, or something goes in a direction someone is uncomfortable with, the Roleplay stops, and real people come first.

Remember as you play that everyone at the table in effectively a part of every scene. Even if their character is not in the room, the player is. When you perform a scene in front of other people, be they friends, partners, or strangers, the audience is as much a part of that scene as anyone else, and their consent should be respected.

Set the Rules in Advance

We all know that in D&D, no plan ever survives first contact with execution. It's impossible to know for certain what will happen in any given encounter, be it combat, sex, or somewhere in-between. But that doesn't mean it isn't important to discuss things in advance.

If you are going to be playing a lewd game, take the time to learn each other's kinks and limits. Know what is ok to bring up or have happen , and what isn't. Make a list if you need to, and attach it to your character sheet. No preparation is foolproof, but if you discuss these things in advance, it will severely lessen the chances of problems occurring after the session starts.

Communication is Paramount

Dont let the communication end just because the dice have been put away. Communication is the cornerstone of any intimate relationship, and make no mistakes, an erotic roleplaying group is very much an Intimate relationship. It's important to keep the lines of communication open so that this relationship stays healthy.

Kinks change, new limits are discovered, and sometimes players will encounter things about themselves they had never even considered. Communication not only prevents a group from becoming toxic, but allows it to adapt to the changes in and discoveries that can occur over time.

Even after the game is over, roleplaying erotic events can leave both players and DMs feeling vulnerable. Sub Drop, Dom Drop, feelings of unnecessary guilt, or unfulfilled desire: these are all very real things that have a meaningful impact on the people at your table. Be aware of each other, and don't forget the importance of aftercare when the scene is over.

At the end of the day, we are all real people with real feelings and emotions. Just because something is fantasy doesn't mean it doesn't leave an impact

What Happens in Character Stays in Character

Any veteran player of any tabletop rpg can list at least one story of drama at the table or players and parties that broke up because someone couldn't separate themselves from their character. But when an adventure turns the corner from facing down powerful foes seeking your character's death, to coming toe-to-tentacle with an eldritch abomination that wants nothing more than to turn your character into a living seedbed, the separation between real life and fantasy becomes even more important.

Lets face it, sexual fantasies can often be fucked up. There is a reason kink and fetish are considered adult topics. And when roleplaying in any erotic setting, it's paramount to understand that the actions and views of Characters, Monsters, and NPCs are not the views and actions of the Players and DM behind them. Kink is not the same thing as worldveiw. Fetish does not equal political or ethical beliefs. And if it does, then you have a serious problem.

Kink and fantasy are things that should always stay within the scene, whether that scene is part of a game or, part of actual intimacy. When the scene is over, everyone is an equal and deserves to be treated with respect and kindness.

How to Use this Book

It has been pointed out many times that the rules as written in this book, while far more extensive and in depth than can be found in other Adult Game supplements, can be, well... A lot.

This book outlines a complex system for handling sexual encounters in much the same way you would combat. And while that can create a lot of fun opportunities, it isn't always what fits the situation best. The mechanics included in this book are provided as a way to make the game more enjoyable and to give weight to actions or events that feel lackluster without them. But they aren't intended to be absolute, and it is the role of the DM (and sometimes the players), to determine when the rules are a good fit, and when they aren't.

Where the Rules Work Best

The following list is meant to provide some examples of places where the rules contained in this book can add to the fun or the game, or help to tell an exciting story. It's hardly exhaustive, but it should hopefully help you identify good situations to apply the rules in full:

- If you want an adventure where players have to carefully balance their sexual desires and compulsions (especially those involving curses) against the resources required to survive, the mechanics give you a way to track those resources and keep players on their toes.
- If one side of an encounter is looking for sex, and the other is looking to fight or get away, the tight mechanics found in this book are a great way to determine the outcome of that conflict.
- If the party needs to sexually satisfy a partner in a very limited amount of time, this book does a wonderful job of adding tension and weight to the actions of the players.
- If a tense combat encounter suddenly turns into a steamy embrace, the detailed rules in this book can be a good way to bridge the gap.
- If the party needs to split their attention between sex and combat (for example one party member keeping the BBEG busy in bed while the rest of the party fights their way through his forces) the rules in this book are invaluable for keeping track of what's happing in real time, and making the sexual encounter feel as intense and exciting as the combat.

Basically, anytime it is important to track resources such as time, spell slots, or the exact values of arousal and stimulation, this book provides a great resource for how to do that, and the rules can be applied exactly as written, with little to no modification.

Where they Don't

There are, however, plenty of situations where the complexity of this book's rules can be cumbersome, and take away from the overall experience of the game:

- If you are playing out a consensual scene between two lovers, where time isn't an issue, then you can likely hand wave checks or use the rules as a general guide, without actually rolling dice.
- If you just need to quickly determine how well a sexual encounter went or how much a character enjoyed their time "off-screen", you can probably skip the rules in this book entirely, in favour of a simple check or two.
- If the party is significantly more powerful than the creatures they are fucking, then you probably don't need to track every detail of a sexual encounter.
- If the encounter is clearly already "won", even though the rules say it could keep going, then there's no reason you can't just wrap things up with a flavourful description.
- If you aren't worried about the resources being expended or the details and timing of a sexual encounter, then the rules here can simply be a reference for what each party is capable of, rather than how to run an encounter.
- If a given rule doesn't quite make sense in a particular circumstance (such as being able to strap someone into a full leather bitchsuit with only a single action) you can, and should, take liberties to adjust or tweak the rules as needed.

If the rules are getting in the way of plot, storytelling, and overall fun, it's ok to hand wave some or all of the mechanics in this book. And really, that should hold true for any game of D&D, lewd or not. Remember: the rules were made for the game, not the game for the rules.

Using This Book as a Guide

In some situations, you might want to make use of features, abilities, and general mechanics of this book without following through with every check, saving throw, and sexual advance in detail. That's ok! Often, the most powerful way to use this book is as a reference guide for the types of things that characters or creatures can do, or the types of effects they might encounter, rather than as an exact set of rules for how to handle every detail.

For example: this book can be an excellent source of inspiration for what kinds of curses and magic items might exist in your world, even if you don't plan to use it's exact mechanics. Maybe you want to use the spells and abilities outlined in this book to add spice to your game, but don't need to actually track arousal and stimulation, so much as just get an idea of what might be possible.

Even in cases where you are using the full depth of this book's mechanics in your game, it might not always be worthwhile to play out every detail, Instead, you can use the rules as a reference guide for what your characters can and cant do, rather than as a way to determine exact numbers and results.

In short, it's up to you to decide how much of this book you use, and in what way. I have tried to provide a robust set of rules for when they are needed, but often they aren't, and that's ok!

The Basics

Sex can be a complicated matter. The rules below are guidelines meant to help give mechanical weight to acts of eroticism, but they can hardly cover every possibility.

Arousal and Stimulation

In a Sexual adventure, there are a few important things to keep track of:

Arousal

Think of Arousal sort of like hit-points, but in reverse. A creature's arousal starts at 0, and increases each time it gains stimulation. A creature that starts it's turn at maximum arousal, gains the *edging* condition begins making saving throws to avoid climaxing. At the end of a long rest, your arousal is reduced by half it's maximum value. Your arousal can never excede it's maximum value.

Recovery Dice

Your arousal score is an indication of how close your character is at any moment to ripping off their clothes and fucking the first attractive thing they see. Your arousal maximum is calculated in a similar way to your hit points, using your Recovery Dice in place of your hit dice, as defined in the ***Sexual Histories*** section of this handbook.

Recovery Dice: 1 per level, as determined by your Sexual History.
Arousal Maximum at 1st Level: The maximum value of your Recovery Dice + your Constitution modifier
Arousal Maximum at higher Levels: Your Recovery Dice (or it's average, rounded up) + your Constitution modifier per level after 1st.

Each time you climax or complete a short rest, you may expend a number of Recovery Dice up to your proficiency bonus. For each Recovery Die spent in this way, you roll the die and add your Constitution modifier to it, reducing your arousal by an amount equal to the total. At the end of a long rest, you regain all spent Recovery Dice.

Stimulation

Stimulation is the sexual equivalent of damage. It follows the same basic rules as damage, except that rather than decreasing HP, stimulation increases Arousal. Stimulation comes in types the same way that damage does, and for the most part, these are the same elemental types as used for damage, just applied in a more arousing fashion

Soothing

Some spells and abilities can be used to reduce your current arousal in the form of Soothing. Soothing is the sexual equivalent of healing, and works in much the same way. Any spell or ability that can restore hit points through healing can also be used to reduce arousal through soothing.

Soothing cannot reduce your arousal below 0. If a spell or effect would reduce your arousal below zero, the remaining points of soothing are lost.

Numbing Points

Some spells and special abilities confer temporary hit points to a creature. Numbing Points are the sexual equivalent of temporary hit points; they are a buffer against stimulation, a pool of reduced sensation that reduce the stimulation you take.

When you have numbing points and receive stimulation, the numbing points are subtracted from the stimulation gained, and any leftover stimulation carries over to your arousal. For example, if you have 5 numbing points and gain 7 stimulation, you lose the numbing points and then gain 2 arousal

Numbing points can't be added together. If you have numbing points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 numbing points when you already have 10, you can have 12 or 10, not 22.

If your arousal is at it's maximum, receiving numbing points doesn't remove the edging condition, or prevent you from climaxing. They can still absorb stimulation directed at you while you're in that state, but only Soothing or Climax can reduce your arousal.

Unless a feature that grants you numbing points has a duration, they last until they're depleted or you finish a long rest.

Sexual Partners

For the purposes of this rulebook, a sexual partner is considered any creature you have targeted or been targeted by as part of a sexual advance within the last minute. An creature does not need to consent to be considered a sexual partner, however non-consenting partners add their Inhibition Bonus to AC and saving throws against unwanted Sexual Advances, and are likely to respond violently to these advances.

Inhibition and Consent

Inhibition Bonus represent's your character's mental fortitude against lewd acts and advances. Your Inhibition Bonus is equal to your choice of your base Intelligence, Wisdom, or Charisma modifier. You choose which ability to use during character creation and once this choice is made, it cannot be changed.

There are a number of features, effects and conditions that can alter your Inhibition Bonus, but not the ability modifier it is based on. Features, effects, or conditions that affect your chosen ability modifier, on the other hand, *do* affect your Inhibition Bonus. Some effects (or collection of effects) can cause your Inhibition Bonus to become negative.

Your Inhibition Bonus is added to Your AC against any Sexual Advances your character does not consent to, and to saving throws made against unwanted Sexual Advances and Effects. Think of it as your proficiency at resisting unwanted sexual attention. A negative Inhibition Bonus reduces these amounts. A *willing or consenting partner,* treat's it's inhibition bonus as 0, unless it is already lower. A creature may be willing for all sexual advances, only sexual advances made by specific creatures, or even only specific kinds of sexual advances.

Sexual Advances

While some Martial Advances can certainly be violent, it generally would not be right to call them "attacks". Instead, Sexual Advances refer to any action that increase a creature's arousal. Rather than dealing damage, Sexual Advances apply Stimulation.

Sexual Advances can take many forms, and is not limited to purely physical interactions. Spells and other magical effects are also common, as are persuasive words and displays of skill.

Martial Advance:

Similar to Attacks, Martial Advances involve making physical contact with your target in an arousal inducing way, and thus target AC + Inhibition Bonus.

When making a Martial Advance against a Target, you make an Martial Advance roll against your target's Inhibition Bonus, rolling a d20 and adding your relevant ability modifier, and proficiency bonus if applicable. If your Advance Strikes true, you roll the appropriate Stimulation dice for your method of Advance, increasing your target's arousal by the result + your strength score (or your dexterity score if the implement has the finesse).

Indirect Advance:

Indirect Advances include a much wider variety of actions, such as spells, aphrodisiacs, and even psionic abilities. Indirect Advances force your target to make a saving throw against a DC usually set by your class, or by the potency of the item you are using. The target's Inhibition Bonus is added to these saving throws.

If your Advance Strikes true, you roll the appropriate Stimulation dice for your method of Advance, increasing your target's arousal by the result.

Skilled Advance:

At your DM's discretion, you may be able to use relevant skills such as persuasion, slight of hand, or performance to make an indirect advance without need of a spell or other ability.

Skilled Advances are a kind of indirect advance, and work much like any other skill check. They are either made against a set DC determined by your DM, or contested by your partner's own skill check. On a success the target gains an amount of stimulation as determined by the DM.

Sex and Concentration

Anyone who has ever had sex will tell you that it can be difficult to concentrate on anything else while pleasure and arousal are coursing through your body - and by all rights, this should mean that sexual advances would break concentration.

However, concentration is intended for combat, not sex, and it can ruin a lot of the fun if that kinky spell you were using on your partner ends as soon as she begins eating you out. For this reason concentration works a little different where sex in involved.

- *Gaining Stimulation does not trigger a concentration saving throw if the effect being concentrated on is a sexual advance.*
- *A creature must make a Concentration check each time it climaxes. The DC for this check is equal to 15 + the number of times the creature has climaxed in the past minute.*
- *A creature incapacitate due to climax can still maintain concentration on spells and effects if they are sexual advances.*

Sudden stimulation can still trigger a concentration saving throw in combat situations, and it is up to the play and the DM to decide if damage triggers a Concentration saving throw during sex.

Standard Conversions

The guidelines outlined below can be used to convert combat mechanics from other sources into their sexual equivalent.

Rules of Thumb

With a little creativity, most features and abilities meant for combat can be use for sexual purposes.

- A sexual implement must be used in place of a weapon when making sexual advances using these rules
- Melee attacks become Direct Sexual Advances
- Spells and other effects become Indirect Sexual Advances.
- Damage becomes Stimulation , as shown on the Damage to Stimulation table below.
- The poisoned condition can be converted to either the intoxicated condition, or the hyperaroused condition, as Decided by your DM
- Whether a magic item deals damage or stimulation is defined when it is created, and cannot be changed.

It is important to note that these are only rules of thumb. Use your common sense, and discuss with your DM when questions arise.

Kinks and Limits

Vulnerabilities, Resistances, and Immunities can be converted either directly (such as an ice elemental being immune to cold stimulation) or inversely (such as a red dragon having a kink for fire stimulation), as determined by your DM. However, Kinks, Limits and Hard Limits can include more than just damage types. Work with your DM to determine what types of sexual advances your character might gain additional, limited, or even no stimulation from. ***Don't be that asshole who declares that your character is resistant or immune to every sexual advance.***

What Doesn't Convert

Obvious or not, it's worth noting that these conversion rules are meant to be applied to official and homebrew content outside of this handbook. The content in this book has already been written with lewd gameplay in mind, and therefore is not subject to conversion rules,except at the behest of your DM.

Stimulation By Type

Type	Common Examples
Bludgeoning	*Blunt physical stimulation such as the hard swat of a paddle or tthe sharp sting of a dominatrix's lash*
Slashing	*Sharp physical stimulation such as the claws of a bestial lover, or a hard blade traced your skin.*
Piercing	*The Sensation of sexual penetration, including the pounding of a hard erection, or the pressure of tight, wet hole.*
Acid	*Chemical stimulation through sensory oils, massage gels, and other topical substances.*
Fire	*The warmth of a heated oils, the sting of hot wax, or the dance of a gentle flame.*
Cold	*The sensation of ice cubes on the nipples or a chilled metal shaft inside you.*
Lightning	*The zap of an electrical shock, and the convulsions of muscle that come with it.*
Poison	*The overwhelming lust caused by going into heat, or arousal inducing drugs and aphrodisiacs.*
Thunder	*The thrum of an intense vibration, or arousal triggered by just the right tone of voice.*
Psychic	*Emotional or Mental stimulation experienced directly or primarily in the mind*
Force	*Stimulation applied by an intangible force such as magic, magnetism or gravity.*
Necrotic	*The erotic manipulation of life energies, such as a succubus feeding on your soul, or a healer filling you with vital energy.*
Radiant	*Stimulation of an ephemeral or indescribable nature, such as the angelic touch of a divine lover, or the glowing embrace of true love.*

Edging and Climax

Even in cases where consent is questionable, sex is generally about pleasure: whether it is the goal of one partner, both, or the entire orgy, someone wants to get off and feel good. While there are of course those few sick perverts who consider *hand-holding* to be the peak of eroticism, for most, Climax is the ultimate satisfaction of a sexual encounter.

Reaching the Edge

Before a creature reaches climax, they generally enter a state called "Edging". Whenever you start your turn at maximum arousal, you gain the *edging* condition and must make a special saving throw, called a climax saving throw, to determine whether you fall over the edge into orgasm. Other times, spells or other effects may force a creature to make a climax saving throw immediately, without edging.

Edging

The edging condition reflects a state of near-climax, where the creature is overcome with lust, and unable to focus on anything else.

- An edged creature is *Nymphomanic,* but it's inhibition score is not reduced to 0
- The creature must make a Climax Saving Throw at the start of each of it's turns to avoid Climaxing.
- The creature must use half it's movement each round to brace itself against arousal, or fall prone.
- Any successful Sexual Advances made against the creature automatically deal their maximum stimulation.

A creature who regains the edging condition within one round of ending the condition is considered to be continually edging, for the purposes of extended edging, overstimulation, and similar effects.

Climax saving throws

Climax saving throws represent a creature's attempt to "hold the edge" or resist climaxing. To make a climax saving throw, roll a d20 and add your Inhibition Bonus to the result. If the total is 15 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, your arousal is reduced to 1 below it's maximum, you are no longer edging. On your third failure, you climax. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when your arousal is reduced below it's maximum.

Rolling 1 or 20. When you make a climax saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, your arousal is reduced to 1 below it's maximum, and you are no longer edging.

Stimulation at maximum arousal. If you gain any stimulation while at your arousal maximum, you immediately suffer a failed climax saving throw. If the stimulation is from a critical hit, you suffer two failures instead of one. If the stimulation equals or exceeds your arousal maximum, you instantly climax.

Soothing a climax. If your current arousal drops below your arousal maximum, you stop edging. The easiest way to do this is to gain or apply soothing to yourself.

Effects of Climax.

When you Climax, you are no longer edging, and may expend a number of Recovery Dice up to your proficiency bonus, as described in the *Arousal and Stimulation* section on previous pages.

You are incapacitated for a number of rounds equal to the number of Recovery Dice spent, or until the end of your next turn if no Recovery Dice were spent.

While incapacitated in this way, a creature may use a free action at the start of each of it's turns to attempt to recover from climaxing by making constitution saving throw with a DC equal to 12 + the number of times you have climaxed in the last hour. On a success, the creature is no longer incapacitated.

Bad-Ending

Unending pleasure is not inherently a good thing, however, and under the right circumstances and end an adventurer's career as quickly as death, or an arrow to the knee. A character who has become so sexually overwhelmed that they cannot escape their situation or continue their adventure is considered "Bad-Ended". There are a variety of ways this can happen, but the most common sources of Bad-Ending are listed below:

- A edging creature who climaxes and doesn't have any recovery dice left to spend or any other way to reduce their arousal becomes locked into an endless loop of edging and climax, and is considered Bad-Ended.
- A creature who's maximum arousal is reduced to 0 or lower, can no longer reduce their arousal below it's maximum value, and is considered Bad-Ended.
- A creature who reaches 6 levels of overstimulation, instantly becomes Bad-Ended.
- A creature who is physically defeated or falls unconscious in the presence of sexually aggressive creatures, and has no hope of escape may be considered bad ended.
- A creature who is captured and impregnated by monsters, with no hope of escape, is generally considered to be Bad-Ended.

A Bad-Ending is effectively the lewd equivilent of death, and is intended to represent a sexual "defeat" so complete that the creature is permenantly changed by the experience. This change can take a variety of forms, but the most common - and what might be considered the default - consequence of being bad ended is Level drain. Each time a creature suffers a bad end, it looses a single class level, and any features or capabilities associated with that level. This level drain or loss of experience is meant to represent the psychological damage caused by such severe trauma - and hopefully to do so in a fun, sexy way.

If your group isn't comfortable with the idea of losing levels in this way, thats ok. There's plenty of alternative consequences a character might suffer as a result of a Bad-End: A character Bad-Ended in combat might be carried off and kept as a sexual slave until they can be rescued by their allies.Experiencing a Bad-End at the hands of monstrous creatures might cause a character to become addicted to violent and dangerous sexual acts, or leave them a mind-broken into a willing seed-bed for the monster that bad ended them. Being Bad-Ended by a creature with powerful magic could result in a character gaining a powerful Curse or Lustbrand.

While bad ends should always have some form of permenant, lasting consequences, those consequences dont always have to be mechanically negative. Some bad ends are enough to permenantly warp a creature's morals, turning them into evil and perverted version of themselves, bestowing backgrounds such as ***Defiled Hero*** or ***Mark of the Beast.*** If a character is bad-ended by a sufficiently powerful being, they might even change classes, becoming a warlock sworn to the patron that sexually destroyed them.

At the end of the day, It's really up to you and your DM what a Bad-End means for your character. Player Consent is important, even in a Bad-ending, to Talk to your group and work together to make sure that whatever consequences a bad end might represent, they are something that all involved parties are comfortable with.

Overstimulation

Mortal (and even immortal) bodies can only handle so much sexual stimulation before their defences against lust and desire begin to break down entirely. Overstimulation works much like exhaustion, and is measured in six levels. The most common sources of overstimulated are listed below:

Multiple Climaxes

Some Situations can cause a creature to climax multiple times in quick succession. If a creature Climaxes while still incapacitated due to a previous climax, it gains the following effects, based on how many climaxes it has endured without recovering. In these cases, each climax also increases the number of rounds the creature is incapacitated by one.

- After two climaxes, the creature is Stunned, rather than incapacitated.
- After three climaxes, the creature is Paralysed rather than incapacitated.
- For each Climax after the third, a creature gains one level of Overstimulation.

Extended Edging

Even the most resolute creature can only ride the edge of orgasm for so long. A creature can remain edging for a number of hours equal to it's Inhibition Bonus. After this point, the creature gains one level of overstimulation each hour that it remains edging.

Effects of Overstimulation

The effects a creature suffers are determined by it's level of overstimulation, as shown on the table below:

Level	Effect
1	*Creature becomes Intoxicated.*
2	*Creature becomes Hyperaroused.*
3	*Creature's Inhibition Bonus reduced to 0.*
4	*Creature becomes Infatuated by the source of overstimulation.*
5	*Climaxing no longer removes the Edging condition.*
6	*Creature is Bad-Ended.*

If an already overstimulated creature suffers another effect that causes overstimulation, its current level of overstimulation increases by the amount specified in the effect's description. A creature suffers the effect of its current level of overstimulation as well as all lower levels. For example, a creature suffering level 2 overstimulation is both hyperaroused and intoxicated.

An effect that removes exhaustion also removes overstimulation, reducing its level as specified in the effect's description, with all overstimulation effects ending if a creature's overstimulation level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature experiences no sexual stimulation while resting. In many cases, this may require the creature to be bound or otherwise prevented from masturbating.

Bondage Expanded

The world contains a vast variety of equipment for binding creatures of all shapes and size. Be it simply tying someone with rope, chaining them to the wall in heavy irons, or encasing them in restrictive leather fetish gear, they all follow they same basic rules:

Willing Creatures: As an action on your turn, you may apply a single binding to a willing creature.

Restrained Creatures: You may attempt to bind a restrained creature by making a grapple check or slight of hand check, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). on a success, you apply a ***single binding*** to the target. Some restraints, such as a slave harness, may be made up of multiple bindings, meaning that ***certain bondage conditions may require multiple checks to apply***

Unconscious Creatures: As an action on your turn, you may attempt to bind on an Unconscious creature by making a slight of hand check, contested by the target's perception check or passive perception (whichever is higher). On a success, you apply a single binding to the target. On a failure, the target wakes up, and the bindings are not successfully applied

Bondage Equipment: Most nonmagical bindings have 15 hit points and can be escaped by succeeding on a DC 20 dexterity check, or broken by using a DC 20 strength check. However, Your DM has final say in determining these properties.

Complex Bindings and Restraints

A creative rigger can always find new and exciting ways to tie a creature up, and gods know that certain submissives have a never ending stream of creative bondage situations they would love to live out. When dealing with unconventual restraints and bindings, it is up to the DM to determine their exact Escape and Break DCs.

The DM also has freedom to determine how long any particular binding or restraint takes to apply or remove, or how many separate bindings might make up a bondage scenery or be used to achieve certain conditions. For example, it is not uncommon for an Encased creature to be bound by multiple straps, harnesses, and other equipment, each of which must be applied or removed separately

Bound Conditions

Different types of bindings can be used to apply different types of conditions. The conditions and other effects applied by a binding are determined by the binding itself, or the DM when types of binding not listed in this book.

Cuffed

A cuffed creature has had it's wrists, ankles, or similar body parts bound together, restricting their use

- A cuffed creature cannot make full use of it's bound limbs, and has disadvantage on attacks or sexual advances which require the use of these limbs
- A cuffed creature has disadvantage on dexterity checks and saving throws

Encased

An encased creature has been fully encased in bindings from head to toe, preventing any but the smallest movements. Encasing a creature usually requires multiple bindings to be applied.

- An encased incapacitated
- An encased creature is Cuffed, and hobbled.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls and sexual advances against the creature have advantage.

Engulfed

The engulfed condition represents situations where a creature has been swallowed, ensnared, or otherwise engulfed inside another creature while still alive, but is not truly bound or restrained.

- An engulfed creature occupies the same space as the creature that engulfed it, and has total cover. If the engulfing creature moves the engulfed creature moves with it.
- An engulfed creature cannot see or interact with the outside world, although it may still hear and produce muffled sound from within your the engulfing creature's body.
- An engulfed creature can still make attacks against the engulfing creature, which are made at advantage.

Full-Tied
A hog-tied creature has had all of it's limbs or appendages bound together to prevent movement or escape.

- A full-tied creature is Cuffed, Restrained, and Prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls and sexual advances against the creature have advantage.
- The creature cannot stand up or end the prone condition.

Gagged
A gagged creature has had it's mouth filled, or held in such a way that it cannot be opened or closed.

- A gagged creature cannot open or close it's mouth
- A gagged creature is unable to speak except in unintelligible grunts, moans or whines.
- A gagged creature cannot perform the vocal components of spells.

Hobbled
A hobbled creature has had it's legs, tail or other movement appendages bound in such a way that it cannot move more than a few feet at a time.

- A hobbled creature's movement speed is reduced to 5 ft, and cannot be raised above this amount.
- A hobbled creature has disadvantage on dexterity checks and saving throws.
- If a hobbled creature uses it's limbs for flight, it looses it's flying speed until no longer hobbled, and immediately begins falling if it was airborne.

Leashed
A leashed creature is physically bound to another person or object, usually by a length of chord, rope, or chain. The length of this leash can vary, but it's effects are the same

- A leashed creature cannot move further than the length of it's leash away from the target it is bound to.
- A leashed creature is considered grappled by the target it is bound to, for the purposed of escape or forced movement.
- When a leashed creature is subjected to forced movement by the target it is bound to, it may use it's movement to follow, or else must make a dexterity or strength check, contested by the creature or object it is bound to. On a success, neither creature moves. On a failure the leashed creature falls prone and is dragged.

Limb-Bound
A cuffed creature's arms or legs have been tightly bound together, completely preventing their use

- A cuffed creature cannot make use of it's bound limbs, or make attacks or sexual advances which require the use of these limbs.
- A cuffed creature has disadvantage on dexterity checks and saving throws

Mitted
A mitted creature has had their hands wrapped or bound in such a way to make them unusable as hands

- A mitted creature is cuffed
- A mitted creature automatically fails slight of hand checks, or checks that require the fine use of their hands
- A mitted creature cannot use it's hands to manipulate objects or perform the somatic components of a spell or cantrip

Strangled
A strangled creature has been bound in such a way as to restrict or prevent it's breathing. Most often, this is by wrapping something around it's neck, but some creatures may require more creative solutions.

- A Strangled creature cannot breath.
- A strangled creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds), after which it begins suffocating
- A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

Suspended
A suspended creature has suspended above the ground and away from anything upon which they might find leverage, leaving them especially vulnerable.

- A Suspended Creature is Restrained, and cannot reach the ground or any other solid surface
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls and sexual advances against the creature have advantage.

Sexual Conditions

There are a number of additional conditions that characters might encounter through the course of a sexually charged adventure. The following list details these conditions, as well as their effects

Denied

The Denied condition describes a creature who is being forcibly denied the release of Climax, But not a creature who simply has not climaxed in a long time.

- A Denied Creature cannot climax, and automatically succeeds on climax saving throws.

Flustered

The Flustered condition is a more social equivalent of being stunned, and represents a state of embarrassment, shyness, or uncertainty.

- A flustered Creature is incapacitated and can speak only Falteringly.
- A flustered creature has disadvantage on wisdom and charisma saving throws.
- A flustered creature automatically fails contested wisdom or charisma checks.

Hyperaroused

The Hyperaroused condition describes a creature who's sexual drive has been naturally or artificially increased, such as a creature that is in heat, or a creature affected by potent aphrodisiacs.

- A hyperaroused creature has disadvantage on saving throws or skill checks made to resist Indirect Advances.
- Martial Advances against a hyperaroused creature are made with advantage

Infatuated

The Infatuated condition sits somewhere between charmed and dominated, applying to creatures who find themselves eager to please another in ways they would normally never consider.

- An Infatuated creature considers the source of it's infatuation to be the most beautiful and arousing thing it has ever encountered
- An infatuated creature is charmed by the source of it's infatuation.
- An infatuated creature is considered a willing creature for the purposes of all Sexual Advances by the source of it's Infatuation and cannot benefit from a positive Inhibition Bonus
- An infatuated creature has disadvantage to resist charisma checks made against it by the source of it's infatuation.
- An the infatuated creature treats any command or order given to it by the source of it's infatuation as a persuasion check.

Intoxicated

The Intoxicated condition describes a creature who's mental facilities have been reduced, such as a creature that is drunk or high.

- An Intoxicated creature has disadvantage on Intelligence, Wisdom, and Charisma Saving throws.

Nymphomanic

Nymphomania describes a creature who is overcome with sexual desire, and no longer has the force of will to resist their more primal urges.

- A nymphomanic Creature is Hyperaroused and Intoxicated
- A nymphomanic creature is considered a willing creature for the purposes of all Sexual Advances
- A nymphomanic creature's Inhibition Bonus is reduced to 0, if it is not already equal or lower than 0
- A nymphomanic creature has disadvantage on any actions which are not take in pursuit of sexual pleasure or gratification.
- On it's turn, a nymphomanic creature makes a sexual advance against the closest creature it finds sexually attractive, or against itself if no other creatures are in range. This advance may be made after the creature has completed it's movement.

Pregnancy

In the context of this rulebook, pregnancy refers to any situation where a creature is serving as the reproductive vessel of another creature. This includes being traditionally pregnant, gravid with eggs, or host to some alien parasite that seeks to reproduce within your womb.

Pregnancy is most common in females of any species, but under the right circumstances, male pregnancy can also occur, and some species have far more or far fewer sexes than just male and female.

Becoming Pregnant

Traditional Pregnancy: Traditional Pregnancy can occur anytime two members of comparable species engage in potentially reproductive sex (ie. Sex that could physically result in a pregnancy).

In these cases, the impregnating creature must make an Impregnation (constitution) Check with a DC equal to its 10 + the target's Constitution Modifier + the target's Proficiency Bonus. On a success, the target is impregnated, and will gain the Pregnant condition as suitable for it's race.

This check is made regardless of the childbearing intent of those involved.

Non-Traditional Pregnancy: Non-traditional pregnancy can occur between members of any race or species, regardless of sex, and is often enabled by magic or alien physiology.

In these cases, the targeted creature must succeed on a Constitution saving throw to resist the pregnancy. The DC for this saving throw is set by the spell or ability used to induce pregnancy, and the targeted creature may add their Inhibition Bonus to the saving throw.

On a failure, the targeted creature becomes pregnant, as defined by the spell or ability used to induce pregnancy.

Fertility (and Virility)

Hyper-Fertility (or Virility): Hyperfertility refers to creatures who are at the height of their natural fertility cycle, or otherwise more likely to become pregnant or make others pregnant through traditional means.

- Impregnation checks made involving a Hyper-fertile Creature are made with advantage
- Hyper-fertile creatures have disadvantage on pregnancy saving throws.
- Saving throws made to avoid being impregnated by a hypervirile creature are made at disadvantage

The most common instances of hyper-fertility are found in races who experience extended periods of heat or reproductive fertility, but spells and other effects can also cause a creature to become hyper-fertile.

Infertility: The infertile condition applies to creatures who cannot become pregnant or make another creature pregnant through traditional means. This includes creatures who are biologically infertile, but also creatures infertile due to trauma or magical means.

Impregnation checks made involving infertile Creatures automatically fail.

Unless stated in the description of a feature or magical effect, Hyperfertility/Virility does not cancel out infertility/virility, nor does it allow a creature to impregnate or become impregnated in a way not normally possible for its species, or reproduce with an incompatible species. Breaking the laws of nature in this way generally requires special magic.

Contraceptives

There are a wide array of contraceptives available in the world of Syllara, some magical, and others mundane. Some of the most common are listed below, and their prices can be found on the Consumable items list further on in this chapter

Condom: A translucent sleeve of material used to prevent pregnancy. As an action before penetration, a creature may apply a condom to the cock of a willing or restrained creature. For the next 10 minutes, The DC for any impregnation check made using the cock becomes 25. After 10 minutes of use, the condom ceases to be effective for this purpose.

Condoms also make for useful survival gear. A condom can hold up to 2 litters of water or other liquid without bursting.

Oil of Impotence: A vial of contraceptive lubricant used to prevent pregnancy, As an action, a creature may apply a coat of this oil to any natural implement. For the next 10 minutes any impregnation checks made involving the coated implement automatically fail. A vial contains enough oil for 1 application.

Potion of Infertility: Foul-smelling brew made of pungent herbs and unsavoury ingredients. Drinking a potion of infertility causes a creature to become infertile for the next 7 days

Beads of Prevention: A string of expensive enchanted beads meant to be worn or kept nearby during sex. When an attuned creature within 5 ft of the beads would be impregnated, the pregnancy instead fails, and one of the beads cracks and is turns grey. When all beads have turned grey, the item ceases to function. A string contains 10 beads.

Reproductive Compatibility

While there are a variety of items and spells that can be used to overcome such limitations, not all creatures are reproductively compatible with each other. The Reproductive Compatibility Chart provides a helpful, but frequently incomplete, resource for determining the compatibility of Intelligent creatures, based on their creature type or prominent features. When reading the be sure to take note of the following:

- The "◉" symbol denotes compatibility that can result in traditional pregnancy. These combinations frequently result in half-blood or hybrid offspring
- The "○" symbol denotes compatibility only by non-traditional pregnancy, such as oviposition or tentacle breeding. These combinations generally result in offspring of the same race as the paternal parent
- "Pure Humanoid" refers only to creatures who do not have a more complex creature type, or share the features of a creature type other than humanoid.
- Creatures with a mixture of creature types or features are generally treated as the most compatible of these types for the purpose of reproductive compatibility
- "Maternal" and "Paternal" parent are not necessarily connected to the sex or gender of a species, and refer only to which creature in a pairing carries the pregnancy to term.

This chart is intended to provide a useful rule of thumb, and exceptions most certainly exist. Because Player Races frequently lack a creature type other than humanoid (even when an additional creature type should be obvious), use your best judgment when using this chart, and consult your DM if you are unsure where a creature or race falls.

Pregnancy and Term

The length of pregnancy can vary both by creature's race, and by the source of the pregnancy. As a general rule Non-traditional pregnancies have terms of only a few days, or even hours, while Traditional pregnancies last much longer. A creature who is visibly pregnant, or far enough along to suffer noticeable side effects, gains the following effects

- A Pregnant Creature has disadvantage on Strength And Dexterity Saving throws
- Upon completing a short or long rest, a pregnant creature must succeed on a DC 15 Constitution Saving throw or be poisoned for 1d4 hours.
- Attacks made against a pregnant creature score a critical hit on a roll of 18-20
- A pregnant creature that is subject to a critical hit must succeed on a Constitution saving throw with a DC equal to the damage taken, or the pregnancy is terminated.

Reproductive Compatibility

Paternal Parent \ Maternal Parent	Aberration	Beast (Avian)	Beast (Aquatic)	Beast (Amphibian)	Beast (Insect)	Beast (Mammal)	Beast (Reptile)	Celestial	Construct	Dragon	Elemental	Fey	Fiend	Giant	Goblinoid	Pure Humanoid	Monstrosity	Ooze	Plant	Shapeshifter	Undead
Aberration		○	○	○	◉	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Beast (Avian)	◉	◉						◉		◉		◉	◉		◉		◉	◉		◉	
Beast (Aquatic)	◉		◉	◉				◉		◉		◉	◉		◉		◉	◉		◉	
Beast (Amphibian)	◉		◉	◉				◉		◉		◉	◉		◉		◉	◉		◉	
Beast (Insect)	○	○	○	○	◉	○	○	◉		○	○	◉	◉	○	◉	○	◉	○	○	◉	○
Beast (Mammal)	◉				○	◉		◉		◉		◉	◉	◉	◉	◉	◉	◉		◉	
Beast (Reptile)	◉				○		◉	◉		◉		◉	◉		◉		◉	◉		◉	
Celestial	◉	◉	◉	◉	◉	◉	◉	◉	○	◉	◉	◉	◉	◉	◉	◉		◉	○	◉	○
Construct																					
Dragon	◉	◉	◉	◉	◉	◉	◉	◉		◉	◉	◉	◉	◉	◉	◉	◉	◉		◉	
Elemental		◉	◉	◉	◉	◉	◉	◉		◉	◉	◉	◉	◉	◉	◉	◉	◉		◉	
Fey		◉	◉	◉	◉	◉	◉	◉		◉	◉	◉	◉		◉	◉			◉	◉	○
Fiend	◉	◉	◉	◉	◉	◉	◉	◉	○	◉	◉	◉		◉	◉	◉	◉	◉	○	◉	○
Giant	◉									◉				◉		◉		◉			
Goblinoid	◉	◉	◉	◉	◉	◉	◉	◉		◉	◉	◉	◉	◉	◉	◉	◉	◉		◉	
Pure Humanoid	◉					◉		◉		◉		◉	◉	◉	◉	◉	◉	◉		◉	
Monstrosity	◉	◉	◉	◉	◉	◉	◉			◉	◉			◉	◉	◉	◉	◉		◉	
Ooze	◉	○	○	○	○	○	○	○		○	○	○	○	○	○	○	○	◉	◉	○	○
Plant	◉	○	○	○	○	○	○	○		○	○	○	○	○	○	○	○	◉	◉	○	○
Shapeshifter	◉	◉	◉	◉	◉	◉	◉	◉		◉		◉	◉		◉	◉	◉	◉		◉	
Undead																					

Sexual Histories

While most creatures have a natural drive for sex, not all of them have the same degree of experience with it. Sexual histories are similar to backgrounds, in that they represent your character's general life experience, and provide various proficiencies and other benefits.

However, sexual histories specifically describe the sexual experience your character starts with, and are chosen **in addition to** your background.

Devoted Partner

You aren't inexperienced in sex, but your experience is strictly with those you share a strong relationship with, such as a spouse, fiancé, or close-nit polycule.

- Your Recovery Dice is a d8
- You are proficient with your natural implements, and gain proficiency with up to 4 artificial implements of your choice.
- You may start with up to 2 fetishes of your choice, excluding the following: *Anonymist*, *Wanton Whore*, and *Swinger*
- You start with an Aftercare Pack
- Attempts by others to seduce you are made at disadvantage while one or more of your dedicated partners are present, or you are wearing a token of the bond you share with them.

Erotic Professional

You have made a living selling your sexual services, and are well versed in a variety of techniques and pleasures.

- Your Recovery Dice is a d12
- You are proficient with your natural implements, and gain proficiency with up to 8 artificial implements of your choice.
- You start with up to 3 fetishes of your choice.
- You start with a Harlots pack or Dominant's pack
- You always add your proficiency bonus to checks made to seduce other creatures. Regardless of the type of check, or any conditions or features affecting you or the target.

Experienced Kinkster

You are well versed not just in sex, but in a variety of kinks and fetishes, frequently exploring new ways to enjoy yourself.

- Your Recovery Dice is a d10
- You are proficient with your natural implements, and gain proficiency with up to 8 artificial implements of your choice.
- You start with access to 4-6 fetishes of your choice, but may only gain the benefits of 3 of these fetishes at one time. You still experience the downsides of all your fetishes, even if you do not gain their benefits.
- You Start with a Dominant's pack, a Rigger's pack, or a Sadist's Pack
- Each time you complete a long rest, you may change which of your fetishes to benefit from.
- If you spend at least 10 minutes observing a creature, you can determine if they share any of your sexual vulnerabilities or fetishes.

Modest Lover

Your sexual experience is about average for someone your age - for getter or worse.

- Your Recovery Dice is a d8
- You are proficient with your natural implements, and gain proficiency with up to 4 artificial implements of your choice.
- You may start with 1 fetish of your choice
- You may start with a Self Pleasure pack.
- Once between long rests, when you make a sexual advance, or a saving throw against a sexual advance, you can choose to roll an additional d20. You can choose to do so after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

Promiscuous

Your sexual experience is wide and varied, having shared yourself with a variety of loose partners, perhaps even at the same time.

- Your Recovery Dice is a d10
- You are proficient with your natural implements, and gain proficiency with up to 6 artificial implements of your choice.
- You may start with up to 3 fetishes of your choice.
- You Start with a Dominant's pack, a Harlot's pack, or a Self-Pleasure Pack.
- You have advantage on insight checks made to determine a creature's sexual alignment or preferences.

Strictly Vanilla

You have had sex. But never anything kinky. That would be weird. ...Right?

- Your Recovery Dice is a d6
- You are proficient with your only your reproductive natural implements, but gain proficiency with up to 2 artificial implements of your choice.
- You start with no fetishes
- You may start with a Self Pleasure pack.
- You have disadvantage on insight checks to determine the sexual preferences of other creatures.
- When gaining stimulation from unusual or unfamiliar sources, such as tentacles or elemental effects, you may subtract your Inhibition Bonus from the stimulation dealt.

Theoretical Kinkster

You are the kinkiest motherfucker you know! Even if you've never actually tried any of it with a real partner... Fantasies still count:

- Your Recovery Dice is a d6
- You are not considered proficient in your own natural implements (at least not for the purpose of pleasuring others), but gain proficiency with up to 8 artificial implements of your choice.
- You have advantage on knowledge checks relating to sex, kink, fetish, or sexuality.
- You start with access to 4-6 fetishes of your choice, but may only gain the benefits of 3 of these fetishes at one time. You still experience the downsides of all your fetishes, even if you do not gain their benefits.
- You may start with a Self Pleasure pack, a rigger's pack, or a Dominant's pack.
- Choose at least 3 damage types, creature types, or other specific kinks not associated with one of your fetishes. You gain vulnerability to sexual advances which involve these kinks.
- Each time you complete a long rest, you may change which of your fetishes to benefit from.

Virgin

Either from lack of opportunity, interest, or just because you have been too busy adventuring to pop your metaphorical goodberry. As a virgin, you gain the following:

- Your Recovery Dice is a d6
- You are not considered proficient in your own natural implements (at least not for the purpose of pleasuring others), but may choose one artificial implement of your choice to gain proficiency in
- You may start with one of the following fetishes: *Chaste Onlooker, Edge Puppet*, or *Voyeur*.
- You may start with a Self Pleasure pack.
- When gaining stimulation from unusual or unfamiliar sources, such as tentacles or elemental effects, you may subtract your Inhibition Bonus from the stimulation dealt.
- When a creature attempts to seduce or charm you through subtle or inconspicuous means, you may make an insight check in place of your AC or saving throw. On a failure, you do not recognize the attempted seduction and are immune to it's effects.

Willingly Celibate

You have made the active choice to remain chaste and celibate, eschewing sexual intercourse for personal, cultural, or religious reasons.

- Your Recovery Dice is a d6
- You are not considered proficient in your own natural implements (at least not for the purpose of pleasuring others), or in any artificial implements
- You may start with one of the following fetishes: *Chaste Onlooker or Edge Puppet*.
- You Start with an Aftercare pack or a Self-Pleasure pack.
- You have advantage on saving throws made against the hyperaroused condition and attempts to seduce you are made at disadvantage.

Sexual Experience

Sexual experience can be tracked using the same rules for experience earned from combat or other situations, and may be combined with other forms of experience when calculating your character's level. As a general rule, sexually satisfying another creature, or surviving a sexual encounter should provide an equivalent amount of experience to defeating the same creature in combat, or surviving a dangerous fight.

However, sexual experience also represents a growing familiarity with sexual situations, and may be helpful to track separately as well. Gaining sexual experience does not always mean that your sexual history will change - for example, a virgin that participates indirectly in a sexual encounters may still remain a virgin, despite gaining sexual experience - but it does open up additional options for your sexual history, as shown on the table below.

Sexual Experience

Experience Points	Sexual Histories Available
0 - 300	*Virgin, Strictly Vanilla, Willingly Celibate, Theoretical Kinkster*
900 - 2,700	*Devoted Partner, Modest Lover*
6,500 - 14,000	*Experienced Kinkster, Promiscuous*
23,000 +	*Erotic Professional*

If you wish to change your character's sexual history, you can do so any time your character gains a level, based on their current amount of sexual experience. If your new sexual history uses a different Recovery Dice than your old one, this change applies only to arousal maximum gained from the moment you gain the new sexual history onwards.

Monsters and NPCs

Weather you are seducing a dragon, or trying to sex up a bandit captain, it's important for a DM know what sexual proficiency the creatures and characters a player will encounter might have. The following rules of thumb can be applied to Monsters, NPCs, and other creatures controlled by the DM:

- Monsters or NPCs have an Recovery Dice value equal to their hit dice value, and a maximum arousal equal to their hit point maximum.
- Most creatures are always considered proficient with their own natural implements, unless they are virgins, and the stimulation of these implements should be the same as the damage of their natural weapon attacks, if any.
- Humanoids can be assumed proficient in any artificial implement they are wielding. It is best to equip such creatures with implements that deal stimulation dice of a similar value to damage dice of their normally equipped weapons.
- Constructs are generally purpose built, and proficient only with implements they were designed to wield.

Keep in mind that these are only rules of thumb. The DM can always provide exceptions, and is encouraged to use their best judgment when equipping potential enemies and partners with sexual implements. For example, your DM may prefer to assign a specific sexual history to non-player characters, in place of the rules outlined above.

Alraune

Cerulian could no longer tell which was worse: the blizzard raging outside, or the dark stone tomb in which she had taken refuge. Her mind was foggy and her fibers felt limp and weak It had been days since she had seen the sun, or felt the warm embrace of real soil around her roots. She was fading. For a moment she caught herself wilting heavily against the cold dampness of a stone dais. Then the enormous slab shifted under her weight and she felt sick.

She remembered the first time she had ever seen one: these salted and desiccated human corpses. Bodies pumped full of noxious chemicals and sealed within cold stone slabs. It was supposed to be "honourable" - a way of remembering their dead by preserving their dried husks with poison and stone. But to her it was just cruel.

Why would any living creature wish to be locked away for all eternity in a poisoned vault where the sun could not reach? To have their nutrients stolen away from nature so that they could never be reborn. That wasn't honourable. It was a fate she wouldn't wish upon her most hated enemy. And yet they ***demanded*** *it. Built entire repositories full of these cursed, suffering bodies. They decorated them with gold and marble and iron, and would even go so far as to dismember hapless flowering plants, leaving them upon the cold stone like an offering to the angry dead.*

The very idea was enough to make her wretch. And here she was surrounded by it. Doomed to the same cursed fate, most likely. Well, if she was going to die in this cruel, lightless tomb, the least she could do was offer those around her a chance at peace. With the last of her wilting strength, she pushed aside the lids of any sarcophagus she could find, broke open the cruel stone of every lifeless prison in the vault of the damned, howling and crying with outrage as she did. Certain in the knowledge that this would be her last act as a living creature.

It wasn't until she stopped screaming that she realized how quiet it was. How silent the winds outside had become. Crawling slowly towards the tomb's entrance she saw it: the sun. Bright, and warm, and full of life giving radiance! The Storm was over. The curse upon these poor bodies broken. And maybe, just maybe, she would make it through to another spring.

Awakened Plants

There are many races across Eden who share a deep connection with plants: The Silva, the Dryad, The Wilden, Even Eladrin bare a passing resemblance to the foliage of their season - But none of these are as true to that nature as the Alraune. Most plant like humanoids are fey or nature spirits, who take humanoid form upon the material plane, often animating the plants around them to do so. They might resemble plants, or have physical bodies made of plants, but their minds and souls are something else. Alraune, on the other hand, could be nothing else.

Crossbred from the largest and most dangerous plants of the ancient Vespian homeland, Alraune were created to serve as guardians and predators against the threat of humanoid invasion. They were created by the Vespia as a way for the forest to defend itself from those who would uproot and destroy it for land or resources. The first Alraune were awakened from this stock of deadly carnivorous plants, and taught to hunt by mimicking their humanoid prey. Subsequent generations have inherited this intelligence, along with the predatory instincts for which their ancestors were bred.

Modern Alraune are dangerous predators who combine the beauty of nature with the harsh intellect of a master hunter. They appear as delicate maidens or charming young men, surrounded from the waist-down in lush foliage or flowery leaves and petals. They are naturally alluring, with no two individuals looking exactly alike, and despite their predatory instincts, are known to form long-term bonds with those who have learned to live in tune with and respect the natural world.

Environmental Variation

Much like how the terms "tree" or "grass" do not refer to a single species, the word "Alraune" is used to refer to a whole assortment of plants who share similar traits. The Vespia have bred and awakened many such plants across the many different environments they have spread to, creating a wide variety of Alraune to suit each of these environments. The appearance and hunting methods of these plants may vary, but they all share a few key aspects to their nature: They are sentient, carnivorous plants, which take on a the forms of attractive humanoids from at least the waist upwards.

It is often suggested that Trapjaw Alraune were the first to be cultivated, as they most directly resemble the carnivorous plants from which they were crossbred. Native to areas where soil was poor in nutrients, and human incursion was frequent, they mimic their lesser cousins, producing various traps such as pitcher pods, hinged jaws, or sticky coiling leaves as a way to entrap their prey. There are countless subtypes of trapjaw Alraune, but their most universal trait is their preference for long-term feeding. Once ensnared, victims of a trapjaw are kept alive for as long as possible, to maximize the nutrients that can be harvested.

Lillymaw Alraune likely developed from one of these species, adapting to thrive in increasingly waterlogged environments until they themselves became primarily aquatic. The lily pads of these Alraune are actually a single enormous jaw trap, which the lillymaw can snap shut in a single instant. To attract prey, a lillymaw will float with this lily pad blossom just few feet beneath he surface, allowing them to appear as if bathing in a shallow pool. When a target approaches close enough, their enormous jaws snap shut in a single instant, engulfing the prey, and dragging them beneath the water to drown in the Alraune's arms.

Briarthorn Alraune are much more active hunters, with lower bodies made up of thick, flowering vines. They will often seek out prey directly, disguising themselves amongst the foliage of dense forests, only to ensnare their prey in a tangle of thorny vines, and tear them apart in violent displays of sudden aggression. Many creatures who disappear along well-worn paths or well known trails are in fact victims of a cunning Briarthorn.

In stark contrast to this are the diminutive Succor-Vera - an Alraune species native to arid deserts and dry, rocky scrub lands. While unlikely to pass up the easy meal presented by sick or dying traveller, these Alraune are not so much predators as opportunistic scavengers. They were bred by Vespia to help secure the precious moisture of the desert - feasting on corpses and collecting trace amounts of moisture from the air, to store it in their small, plump bodies and leaves. When a Succor-Vera dies, it's collected moisture and nutrients help to fertilize small patches of the desert, helping to terraform arid wastelands into lush and fertile grassland or forest.

Finally, and perhaps most well known among Alraune are the Brightbloom. These jungle native plants surround their humanoid bodies in a single enormous flower, using sweet scents and beautiful music to attract their prey, often spending days or weeks seducing specific victims. When the prey has been lulled into a helpless stupor - often through the aid of the Alraune's own fermented nectar, the Brightbloom will close it's enormous flower, feeding on the ususpecting humanoid within the safety of it's own petals.

Evolution of Nature

Brightblooms, in particular, may be the source for a slow shifting in the predatory nature of Alraune as a whole. Their slow seduction of humanoids - which might have once been an evolutionary adaptation to conserve resources, or a means of subduing dangerous prey without significant risk to their own bodies - has allowed for the relationship between predator and prey to evolve into something greater. Many such Alraune have formed truly meaningful bonds with the humanoids they once preyed upon, even going so far as to bear children together.

In recent decades, Alraune of all varieties have begun to recognize the potential benefits of such relationships, and in places where local humanoid populations have learned to live in balance with nature, the line between prey and partner is blurring. Alraune are not obligate cannibals, and can feed on any type of meat, provided there is enough of it. For many individuals, partnering or trading with local humanoid races has provided a safer and more steady supply of food than they might be able to acquire on their own.

Because of this, there has been a general shift among many Alraune to diets of wild game or farm animals, and away from consuming sentient humanoids. While this may be at odds with the purpose they were originally bred for, it has also allowed for the wider propagation of Alraune species, and had an overall positive impact on the relations between many humanoid settlements and the natural world.

The Vespian Mothers

The Vespia as a race are responsible for creating the Alraune, and in many places, still serve as constant allies and protectors, tending the verdant gardens within which Alraune hunt and grow. As one might expect, then, most Alraune hold a certain respect and reverence for their creators, honouring them as great mothers of the forest, from which new life springs eternal. But the Alraune are not servants of the Vespia, and do not see them as gods or masters.

To an Alraune, the Vespia are powerful allies, who helped to lift their kind up above the role of more common plants. But they are still humanoids, still animals, and still meat. While an Alraune will not hunt Vespia specifically, they will not starve themselves of a meal should one be foolish enough to become it's prey. Vespia are a part of the natural world, just like any other, and preying upon them is no different from a cougar devouring a sick bear: those sick or foolish enough to be caught within an Alraune's trap can best serve the natural order by becoming food.

In similar kind, young vespia pages are taught to respect the Alraune as dangerous allies - if not equals - and to always remain wary within their presence. While both races share their role as protectors and caretakers of the natural world, they are not always in agreement as to the best way to fulfil that role. Vespia, in general are far more isolationist than Alraune, seeing most other humanoids as a direct threat to the natural world - at least until proven otherwise. Alraune, on the other hand, see humanoids as prey - a part of the great cycle the that feeds nature's growth. Because of this, Alraune can often be more willing to work alongside their prey than the Vespia would be - so long as they do not prove themselves a danger to the natura world.

The Great Cycle

As plants themselves, it is hardly a surprise that Alraune are naturally in tune with the natural world - especially given the original purpose they were created for - but few creatures truly understand the depth of this connections. Even the Vespia, who were themselves born of an archdruid's love for the natural world, cannot be said to comprehend nature in the same way.

To Alraune, all of life exists as an unbroken cycle and an interconnected web. A tree does not exist on it's own. It is part of a forest, supported by grasses and mushrooms and mosses, granted purchase into the earth because of ancient lichen, and itself providing shade for bushes and structure upon which vines may grow. Even plants competing for the same resources inevitably die, returning those resources to the earth, so that the cycle can continue. A forest or jungle is to the Alraune as a great city might be to a human - complex and interconnected in ways that could never be untangled. And Alraune are fiercely protective of such places.

One of the greatest sins that a creature can commit, in the eyes of the Alraune, is the willing destruction of natural places. But they do not necessarily define destruction in the same way that humans might. Even in nature, trees fall, fires spread, and all these things are part of the great cycle which ensures that life itself continues to thrive. Instead destruction, to the Alraune, is a salting of the earth. To burn the soil with chemicals such that nothing can grow, or steal from nature the resources that support life, hoarding them away where they cannot be used. Destruction, to a vespia is the interruption of the great cycle and the prevention of natural processes such as death, decay, or the sprouting of new life.

Perhaps one of the places this difference is most clearly visible is in the treatment of the dead. To an alraune, there is no malice or shame in killing or the consumption of a body - be it that of unwitting prey, or even that of a close friend. Death is a part of nature, and consuming the body allows it's nutrients to return to the natural world from which they came - living on in the life they support. But the human custom of embalming corpses to prevent their decay and sealing them away within great stone boxes so that they cannot be reclaimed by nature - that is a horrific fate un-befitting of even their worst enemies. To prevent decay is to starve nature of that to which it is entitled, and to lock away a corpse within unfeeling stone is to ensure that it's soul can never rejoin the great cycle to be born again.

Such differences in perspective are ubiquitous to the Alraune understanding of the world. They do not measure morality in terms of good or evil, but in terms of it's deviation from the natural order - the Great Cycle that allows life to continue and prosper beyond their own short lives.

Life and Reproduction

Alraune are not an exceptionally common race, and even within the same forest or jungle, it is relatively rare for two individuals to cross paths. When they do, territorial disputes can often lead to violence, as each Alraune views their own hunting grounds as something of a private garden. Because of this, it is quite exceptional to encounter any kind of formal Alraune community, and those that do arise usually do so under extreme duress, and last only for a short time.

Similar to trees, and many other plants, all alraune are at least partially hermaphroditic - capable of self fertilization, and producing seeds without the aid of another member of their species. Despite this, most Alraune will take on a distinctly male or female form, in order to more effectively attract prey. This appearance has no true bearing on the reproductive capabilities of the Alraune, and male presenting individuals are just as capable of carrying offspring as those who present as female. Some alraune even adopt aspects of both humanoid sexes, to maximize their appeal to certain subsets of prey.

Under most circumstances, Alraune will reproduce asexually, fertilizing their own pistil to produce 2-6 fist sized seeds each year. Once planted, these seeds require careful tending - either by the Alraune themselves, or often by local Vespia - for around 6 months until they are capable of hunting small prey for themselves, after which they will be left to fend for themselves as the parent Alraune returns to their usual hunting grounds. Those who cannot are returned to nature, and become nutrients for other plants.

Some Alraune still prefer to reproduce sexually, seeking out partners with which to exchange pollen, ensuring the genetic diversity of their seeds, and of the species as a whole. But because these meetings can be so rare, it is also not uncommon for such Alraune to engage in sexual reproduction with other races as well - often their own prey.

In these cases, the Alraune's pistil will swell and distend, allowing them to give life birth to a more humanoid sproutling, which quickly roots into the soil, prepared to fend for itself. While the survival rates of these Cultivar children are much higher, the additional strain it puts on the parent Alraune is great, and hunting becomes difficult in the months before giving birth, making Cultivar uncommon except among Alraune who have chosen to take a humanoid partner.

Playing an Alraune

Playing a plant can be a unique experience, and a unique challenge as a player. Alraune are rare enough as a race, let alone as adventurers. A simple place to start is to ask yourself why your character left their garden home, and how they survive as a travelling adventurer. Did they form lifelong bond with a specific humanoid? Are they travelling in search of new territory after their native garden was destroyed? Maybe they have thrown in with an unlikely lot of adventurers to protect their forest home from an even greater threat.

Consider how they overcome the challenges their kind might face when travelling in urban environments, or delving deep underground where sun is limited. When the party stops at an inn, do they sleep inside with everyone else, or find a nearby garden plot to rest beneath the stars? Many Alraune make it a habit to carry items like a Jar of Sunshine or Bottled Sunlight, to help avoid sun-starvation should they find themselves trapped without sunlight, and most will quickly seek out means of protecting themselves from fire.

Alraune excel at controlling a battlefield, and keeping their enemies at bay, but are likely to struggle in social situations, despite their charismatic nature. They are simply too alien to most societies, struggling to understand the perverse customs of races who willingly destroy and defile the natural order.

Ask yourself how they view and interact with other around them. Do they still consume sentient humanoids, or have they switched entirely to more common cuts of meat? Do they see their companions as potential prey or useful allies? Both? How do they come to terms with the atrocities they see other races commit against nature? How adamant are they in forcing their own understanding of the great cycle on those around them?

All of these are important questions to ask yourself when playing an Alraune. But perhaps the most important thing to keep in mind is that you are still a predator, and the people you encounter are as likely to see you as a monster as they are to be charmed by your natural beauty.

Alraune Names

Alraune are solitary creatures, and choose names primarily for the sake of interacting with prey or potential allies. Most alraune will choose several names over the course of their lifetime, often adopting the names of prey they consume.

Male Names. Adrian, Adrik, Eravan, Errich, Leto, Lyle, Rurik, Rowan, Stephan, Varis, Vorian,

Female Names. Alicia, Amber, Corrinth, Eldith, Enna, Lia, Laviana, Naivara, Selina, Telmea, Vani,

Alraune Traits

An sentient plant adapted to hunting and feeding on humanoid prey, you gain the following traits

Ability Score Increase. Your Charisma score increases by 2

Creature Type: Alrune are plants that have adapted to appear as beautiful humanoids. Your creature types include Humanoid and Plant.

Age. Alraune are short lived creatures, reaching maturity after only 2-3 years, and living 30-40 years on average. If well fed and properly tended, you might reach as old as 80.

Size. Your torso and upper body is that of a medium humanoid, although the foliage of your lower body can make you appear much larger. your size is medium

Speed. You crawl across the ground on a knotted mass of roots or vines, limiting your rate of travel. Your speed is 20 feet.

Alignment. Alraune are generally neutral in alignment, despite still sometimes hunting humanoids. Their morality is less defined by good and evil than by what does or does not follow the natural order.

Sexual Characteristics. Alrune are technically hermaphroditic, but generally present as either male or female. You humanoid form includes traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock. You also have several tentacle-like vines, which can be used for sexual purposes.

You require no external fertilization to reproduce, producing a number of seeds each year equal to your constitution modifier. These seeds must be planted and carefully tended for at least 6 months before they develop into an infant alraune capable of feeding.

Great Blossom. While your upper body is that of a medium creature, Your lower body is a bulky mas of leaves, petals, vines and roots, which normally takes up the space of a huge creature, but can be compressed to squeeze through spaces big enough for a medium creature. The space occupied by your blossom is considered difficult terrain to creatures who are not your allies. Enemies who pass through or end their turn in this space provoke an opportunity attack from you.

Your blossom is considered a part of your body for the purpose of targeting, and may be attacked as if it were your main body, but does not affect the range of auras or other spells and effects centered on yourself.

Herbal Anatomy. Your herbal body struggles to deal with extreme heat or cold. You are vulnerable to fire and cold damage, as well as damage caused by spells or effects that drain moisture. You have disadvantage on attack rolls and ability checks while in extreme climates.

Climbing Roots. The roots and vines you use to move across the ground excel at finding purchase where others cannot. You have a climbing speed equal to your base speed, and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free.

On your turn, you may spend half your movement speed to root yourself firmly into dirt or loose earth, reducing your speed to zero until you use half your movement to uproot yourself. You cannot root and uproot yourself as part of the same turn. While planted in this way, you cannot be pushed, pulled or knocked prone by any means, though you can still be teleported or compelled to use your own movement.

Grasping Vines. Your lower body includes a number of powerful vines. You may use your vines body in place of your hands when attempting to grapple a creature, and count as a large creature for the purpose of grappling in this way. These vines have a range of 15 ft (calculated form your upper body), and may use dexterity in place of strength when making a grappling check. You may have up to 3 creatures grappled in this way at one time.

You may also use these vines for more delicate tasks. Once per round, you may stow or retrieve an item on your person weighing no more than 5 pounds as a free action on your turn, or to take the Use Object action as a bonus action.

Sun Starvation. While your primary diet is meat, you still require a certain amount of natural light to remain healthy. You must spend at least 7 hours each week in direct sunlight, or twice as much time in indirect sunlight. Failing to meet this requirement causes you to experience Sun Starvation, during which you suffer the following effects:

- When you spend hit dice as part of a short rest, you recover only half the normal amount of hit points.
- You cannot use your *Climbing Roots* or *Grasping Vines* racial traits.
- You gain one level of exhaustion each day, and cannot recover from exhaustion until you are no longer sun-starved.

Your time spent in natural daylight does not need to be consecutive, and can be split across multiple days or periods. To end the sun-starved condition, you must spend at least 24 hours resting in direct sunlight. Light produced by means of the *Daylight* spell counts as direct sunlight for the purposes of this trait. To end the sun-starved condition, you must spend at least 24 hours resting in direct sunlight.

Floral Tongue. As a plant, it is trivial for you to communicate with others of your kind. You can speak with plants, using a wordless language only understandable by other plants. Most plants lack the intelligence to understand complex ideas or requests, but may still be able to convey emotions, impressions, or simple information about their environment. At your DM's discretion, plants may be willing and able to obey simple commands, such as moving their branches, or concealing your allies in their foliage.

Languages. You can Speak, Read, and Write Common, Sylvian, and Vespian.

Magical Sunlight

Sun Starvation is a very real threat for Alraune adventurous, especially those adventuring underground or in other places where access to natural daylight is limited. While the **Daylight** *spell can be an invaluable resource for such adventurers, it is far form the only source of magical sunlight. As a general rule, Alraune are immune to the harmful effects of magical sunlight, such as that produced by the* **Dawn** *or* **Sunbeam** *spells, and can, in fact, absorb the energy of such effects to help prevent or recover from sun sickness.*

When used in this way, an Alraune gains 1 hour's worth of direct sunlight for every 10 damage it would otherwise take from these effects. This means that a **Dawn** *spell, maintained for it's full duration, can provide up to 40 hours of direct sunlight for an Alraune, or about 20 hour on average. Enough to easily prevent, if not entirely cure sun starvation.*

Briarthorn

The most active hunters of their kind, Briarthorn Alraune are less reminiscent off a single great flower than of an enormous thorny bramble, dotted with roses and other sweet-smelling blooms. Their woody vines are covered in sharp, deadly thorns, which make escape painful, if not impossible for most prey.

Ability Score Increase. Your Wisdom score increases by 1

Briarthorn Camouflage. While still, your great bloom in indistinguishable from a mundane bramble or thorny bush.

Thorny Snare. While grappling a creature using your *Grasping Vines* trait, you may use a bonus action on your turn to deal piercing or slashing damage to the target equal to 2d6 + your proficiency bonus.

Brightbloom

When people speak of Alraune, a Brightbloom is generally what they are imagining. Native to dense jungle environments, Brightblooms sit upon an enormous and brightly colored floral bloom, who's aphrodisiac scent is quick to attract prey. Because food is plentiful in such environments, Brightblooms often spend ample time entertaining their "guests", only to feed on their victims while they sleep.

Ability Score Increase. Your Charisma score increases by and additional 1

Brightbloom Beauty. You know the *Enthrall* spell, and may cast it once between short rests without expending a spell slot. Charisma is your spellcasting ability for this spell.

Sweet Scent. As an action on your turn, you may release a bloom of sweet smelling pheromones extending in a 10ft radius around your bloom. The cloud moves with you, and spreads around corners. It lasts for a number of rounds equal to your proficiency bonus, or until a strong wind disperses it.

Creatures who enter or begin their turn within this aura must make a wisdom saving throw with a DC equal to 8 + your charisma bonus + your proficiency modifier. On a failure, a creatures becomes hyperaroused until iit leaves the cloud, or the cloud is dispersed by a strong wind. The cloud has no effect on creatures who are immune to the poisoned or charmed conditions.

Lillymaw

Adapted to flooded swampland and primarily aquatic environments, Lillymaw Alraune float atop an enormous lily pad which remains submerged just beneath the surface of the water. When prey comes close, this lillypad snaps cut, submerging both alraune and prey beneath the water, where they remain until the lillymaw has finished feeding.

Ability Score Increase. Your Dexterity score increases by 1

Aquatic Bloom. Your great bloom serves as a flotation device, allowing you to float safely along the surface of any body of water. Alternatively, you may fold your bloom in upon itself, submerging yourself below the surface. You have a swim speed equal to your base speed, and can breathe water as well as air

Drowning Snare. As a reaction when a creature enters the area of your great bloom, you may snap your bloom shut, engulfing yourself, and ensnaring your prey. All creatures within the area of your bloom must succeed on a dexterity saving throw with a DC equal to 8 + your dexterity bonus + your proficiency modifier, or be engulfed alongside you.

A creature engulfed in this way may use it's action to escape. To do so, it must succeed on a Strength or Dexterity check contested by your Strength check. Attempting to engulf a creature in this way while floating on the surface of a body of water causes both you and any engulfed creatures you to immediately sink beneath the surface.

After using this feature, you must expend an action to open your bloom and reset the trap.

Succor-vera

The Diminutive Succor-vera Alraune are native to deserts and scrub lands, where moisture is at a premium. With smaller blooms and shorter vines than their cousins, Succor-vera do not hunt, instead scavenging moisture from the dead, and storing it in their plump leaves and bodies before it can be lost to evaporation.

Ability Score Increase. Your Constitution score increases by 1
Diminutive Size. Your size category is small, rather than medium. Your Bloom only takes up the space of a medium creature, and your grasping vines have a range of only 5 ft
Desert Adaptation. You have resistance, rather than vulnerability, to fire damage, and do not have disadvantage on attack rolls and ability checks while in extremely hot or dry climates.
Healing Salve. Your plump leaves store the moisture you collect in a thick gel, which can be used as medicinal ointment. During a long or short rest, you may expend one or more hit dice to produce a number of servings of this ointment equal to the number of hit dice spent. A applying at least one serving of this honey gains your choice of one of the following effects:

- For each serving applied a creature regains hit points equal to 1d8 + your constitution modifier + your proficiency bonus.
- For each serving applied a creature's arousal is reduced by 1d8 + your constitution modifier + your proficiency bonus.

The healing or soothing provided by this trait increases by 1d8 at 7th level, and again at 14th level. The medicinal properties of this ointment do fade after a time, however, and has no effect if applied more than 7 days after it was produced. You cannot produce medicinal ointment while sun-starved.

Trapjaw

Likely the first of their kind to be awakened, Trapjaw Alraune are descendant form the carnivorous plants of swamps and peat bogs. They are ambush predators with specially adapted leaves used for capturing and feeding from still-living prey for as long as possible.

Ability Score Increase. Your Strength score increases by 1
Trapjaw Reflex. When a creature within 15 ft of you provokes an opportunity attack, you may use your reaction to attempt to grapple the triggering creature instead. On a success, the target is restrained in addition to grappled.
Engulfing Snare. As an action on your turn, you may attempt to Engulf a creature you currently have restrained. Make a grapple check. On a success, the target is engulfed, in additio restrained. At the beginning of each of their turns, creatures engulfed in this way take your choice of acid stimulation or acid damage equal to 1d6 + your proficiency bonus.

A creature engulfed in this way may use it's action to escape. To do so, it must succeed on a Strength or Dexterity check contested by your Strength check. The damage or stimulation dealt by this trait increases by 1d6 at 7th level, and again at 14th level.

Cultivar

Across so may generations, many Alraune have strayed from their original purpose, forming lifelong bonds, and even bearing children with the humanoids they were first bred to hunt. Cultivar are children of such unions, carrying traits from their humanoid linage, even as they flower into maturity.

Ability Score Increase: Choose one ability score associated with your non-Alraune parent's race. This ability score increases by 1
Hybrid Lineage: Choose one racial trait from your non-Alraune parent. You gain this trait in addition to those granted by the Alraune race.
Child of Two worlds: Choose one proficiency and one language in which your non-Alraune parent is proficient. You gain this proficiency.

Bestiathrope

Jonah Sheppard did not consider himself a good man - not that he didn't try. If he could make it through life without causing anyone anymore trouble, he would. If he could avoid killing folks what didn't deserve to die, he'd have done that too. But sadly, that just wasn't the way of things.

16 years ago, Jonah had been forced into an act no man should have to bear - a sin that would haunt him the rest of his life. Jonah Sheppard had killed his own brother in cold blood. Thomas had thrown in his lot with the wrong folks. Folks who had taken advantage of the scrawny young man who never seemed fit for life out in the west. People who, at the end of the day, could hardly be called people to begin with. They promised his brother strength, kinship, a chance at the family their father had always denied him - and Thomas had listened. Walked right into the wolves den like a lamb to the slaughter.

Only the wolves hadn't killed his brother; they had done worse. By the time Jonah tracked down the thing that had once been his brother, it had killed 37 people, most of them women and children. What was left of the bodies wasn't half recognizable after the feeding. Jonah had hoped to save Thomas from the wolves, but in the end, there wasn't anything left of his brother. Just a rabbid dog foaming at the mouth. Two silver bullets had put the beast down, but not without scars. There were 6 of the things left now and once he had put down the other 5, the last round in his gun would end the curse for good.

Jonah Sheppard did not consider himself a good man. But if he was damned already, he'd rather die a man than a beast.

Shifter vs Bestiathrope

Within a world of magic, there are countless forms of shapeshifter, some even so similar to bestiathropes as to called their kin. But the difference between a bestiathrope and a common shifter is severe. For most shapeshifters, transformation is a gift - a powerful adaptation which allows them to hunt or survive. For the Bestiathrope, however, it is unmistakably a curse. The transformation of a bestiathrope is wild, extreme, and often painful. More importantly, it is something feral that they must at all times struggle to control - especially under the light of the moon.

Call of The Moon

In the Erie light of the moon, it is common to find only the cool, calmness of night, or the fear of the shadowy darkness. For a bestiathrope, however, the moon brings with it only the endless battle against their most animalistic urges and desires. While so many others change their form in moment of their choosing, even the most well mastered Bestiathrope can never hope to gain full control over their own transformation.

Be they lycanthrope, were-bear, or spider-cursed, Beastiathropes are subject to powerful cravings and animalistic desires that only grow stronger as the moon rises. For those weak of will, the curse often becomes an overbearing force that drives them into feral rage with each transformation. Some become violent killers seeking only to feed on living flesh, while others find themselves in a frenzy of more sexual nature, mindlessly breeding with anything that moves. Whatever form they take, the primal instincts of an animal are all that remain when the moon glows high overhead.

It is only those with the will of an adventurer who can hope to overcome this curse, perhaps even turning it to their own advantage. For those few strong enough to control their feral instincts, their bestial curse be comes a tool and a weapon; but never one to be welded without risk. With the rising of the moon by which they first turned, even the most powerful adventurers struggle to hold themselves in check.

Feared and Hated

Even held tightly in check, bestiathropy is no blessing. Those afflicted by the curse live under constant threat of their own bestial desires, and under even more constant suspicion. Few communities dare to suffer a Bestiathrope within their midst, for fear of death and destruction those bearing the curse can bring. Worse still is the threat that one Bestiathrope might become more: turning those they fail to kill before the first full moon. While cases of such Bestiathrope plagues are rare, they are not without merit, and to live among others as a beastiathrope is to live in constat fear of discovery and persecution.

Instead, many Bestiathropes - or at least many among those few who can resist their bestial instincts - choose to seek the life of a wandering adventurer; travelling from one place to the next and never remaining in any settlement for more that a few nights. For so many, it is simply safer this way: both for themselves, and for those they might hurt should their restraint lapse.

For others, safety is found in numbers, and seeking a pack or herd of their own is the best way they hope to survive. Most such communities are content enough to be left alone, but there are those who seek revenge for being hunted, and It is these settlements which give rise to legends of cursed villages and dens of werewolves seeking to ever increase their number. In reality, though, even such tribes are seldom so indiscriminate in those they would turn; as Bestiathropes too weak to control their own instincts are of no more use to the tribe than to the villages from which they might be snatched.

Both Hunters and Hunted

Bestiathrope communities are, in actuality, quite varied in nature, because Bestiathropes themselves can span the whole range of natural beasts. While a were-tiger will never sire a were-rat, nor will a were-raven beget a were-bear, there seems to be a never-ending list of different bestiathropies to encounter.

Not all Bestiathropes are predators. Although less iconic, were-rabbits and were-fauns are as common to encounter in some places as were-wolves - Perhaps even more so, considering the proclivity of were-wolves to kill and eat those they encounter before they might be turned. Just like their animal counterparts, bestiathropes of more prey-like nature often form larger communities, and frequently find their feral instincts entirely overwhelmed with the desire to breed. Scavengers too are not unheard of, and there are grotesque tales of men awakening in the light of day to find they have been greedily devouring the rotten carcass of some ill-fated beast

Nor are all bestiathropes mammals, or even creatures native to the land alone. Were-sharks are sometimes found terrorizing costal communities, and were-ravens are known to exist in dark places such as Ravenloft. Perhaps most horrific of all are the varieties of insectoid bestiathropes which supposedly hail from Athas and other worlds of the most hostile nature. It is said that the painful transformations of these were-insects is akin to violently hatching out of one's own skin.

In some rare and forgotten places, such as the depths of the feywild, it is rumoured that more rare forms of bestiathropy may exist: blink dogs, displacer beasts, even owlbears or enormous phase spiders. These reports are questionable, however, due to the nature of the feywild and it's myriad of shapeshifting tricksters.

Types of bestiathropy

Not all expressions of bestiathropy are the same, even among those cursed with the nature of the same beast. As the moon itself waxes and wanes, so to does it's influence over the form of the curse. A bestiathrope born beneath a full moon will bear a different form of the curse than one born beneath a crescent or new moon. As a general rule of thumb, there are three expressions which a bestiathropes' curse might take:

Perhaps the most rare form of bestiathropy is the "Feralmoon" Those bestiathropes who's curse is associated with the full moon appear generally human, with only vaguely animalistic traits (such as catlike eyes or a wolfish grin and extended canines) added to their otherwise normal appearance. However, the transformation of these bestiathropes is more akin to that of a druid, shamelessly shifting into the feral form of an animal, while retaining all of their mental faculties.

"Newmoon" bestiathropes vary wildly in their commonality, and undergo the height of their transformations on the nights of their namesake. In some regions, they are more rare than their Feralmoon cousins, but in other parts of the world entire communities of such bestiathropes may live and trade openly with other races. The transformation of these bestiathropes is less apparent than most, because even while not transformed, Newmoons hold a hybrid appearance not unlike that of a tabaxi or gnoll. Because of this they are easily recognized and hunted down in places where they are not welcome. When a Newmoon transforms, it is a more internal thing, giving over a portion of their humanity to the feral instincts and animalistic nature of their associated beast. Their already beast-like features often grow more intense, but the outward transformation is not so extreme as that of other bestiathropes.

By far the most common expression of the disease is referred to as the "Halfmoon" Those not turned (or born, in the case of hereditary curses) beneath the light of a full moon or the shadow of a moonless sky much the same as Feralmoons, although they often sport features more wild subtleties in their vaguely bestial features. The transformation of such bestiathropes is violent and monstrous, resulting in a form that is neither beast, nor man, but something in between. The exact form of a Halfmoon's transformation can vary between a nearly feral thing moving uncannily on it's hind legs, to an apparently human build overtaken by thick fur or scales and a set of vicious claws. As a general rule, the closer a Halfmoon's turning was to the full moon, the more monstrous and beast-like their transformation will be.

Non-Human Bestiathropes

Humans are not the only race susceptible to the curse of bestiathropy, and adventurers of any race might be born with or exposed to the lunar curse along their adventures.

You can find rules for creating one of these hybrid bestiathropes in the Backgrounds section of this handbook, but talk with your DM before doing so. While the ***Mark of the Beast*** *background provided in that section includes downsides to counter the addition of beastiathrope racial traits, it may still be more powerful than your DM is comfortable with.*

Origins of Bestiathropy

It is difficult to pinpoint the precise origins of bestiathropy. By most reports, they seem to predate similarly iconic creatures such as the ancient vampires or Ravenloft. Similarly, bestiathropes can be found the world over, in all different forms.

Some scholars suggest that the many curses of Bestiathropy represent a form of possession by primal and bestial spirits - spirits powerful enough to change the very form of those they posses. By this means, it is said that such spirits can overcome the barrier between the etherial plane and our own, even calling more such spirits to posses those to whom they spread the curse.

Others suspect that bestiathropy may be some for of infectious disease. The propose that bestiathropy, in all it's forms, is a magically active, but still purely physical, ailment of the blood which could be cured, should the right medical treatments be found. Some success has been found in this endeavour, with certain wolvesbane based potions appearing to remove the disease, so long as they are administered before the rise of the first full moon.

Yet another belief supposes that bestiathropy might have first resulted when ancient druids broke the ancestral taboo and bore children while transformed into animals. Modern attempts to... prove this theory have been inconclusive, with the resulting children rarely surviving long enough to take their first breath. Proponents of this theory, however, are quick to suggest the assistance of powerful fertility magics among the ancient druids.

By far the most commonly accepted theory, however is that bestiathropy in all it's myriad forms can be traced back the cruel transformation magics of a long forgotten archfey. Indeed, this idea appears to be supported by the fey themselves, if only by opaque riddles and suggestive half-truths. It is hard to say for certain how much truth there is to be found in the words of these fey, but it is worth nothing that similar curses are found in fairy tales the world over.

Spreading the Curse

While common folk wisdom would suggest that lycanthropy and other forms of the bestiathropy can be transmitted through something as simple as a claw-mark, reality is not so fearful. Bestiathropy is transmitted similarly to a blood disease. While it is certainly *possible* for any open wound, such as a claw mark, to serve as a site of infection - especially if the bestiathrope has been injured, and is covered in it's own blood, simply being cut or scratched by a werewolf's claw is not itself enough to spread the curse.

Instead, the disease can only be spread by direct contact with the blood, saliva, or sexual fluids - and even then, only if such fluids make it inside the victim's bloodstream by way of an open wound, or direct sexual contact. Much like that of a rabid dog, the bite of a bestiathrope is often the most certain way to contract the curse. Less common are sexual encounters with the transformed. Which marks the second and most important misconception about bestiathropy.

Bestiathropy is transmissible outside of a creature's own bloodline only when the curse is at it's strongest: specifically, while the bestiathrope is transformed under the moon of it's own turning. It is only for three days each month that any given bestiathrope is contiguous; which is why so many lycanthropes, for example, transform only during the full moon. Even children born of bestiathropes, the same lunar phase of their parent's or ancestor's turning generally (although not always) correlates to the greatest power of their curse, and when it can be transmitted to others outside the family.

Because of all this, it is far more rare than most people suspect for an survivor of a bestiathrope attack to contract the disease. And for the same reasons, a bestiathrope can safely have sex on all but their most ferocious nights without passing on the curse to their partner.

Playing a Bestiathrope

When playing a bestiathrope, consider first and foremost the way their bestial nature has affected their interactions with the world around them. Even those who can hide in plain sight among the common travellers, traders and townsfolk of a city are invariably driven in some way by their more animalistic nature. Think about what specific animal traits or instincts your character may have inherited from their bestial kin, and how those elements might affect their behaviour in subtle, or not so subtle ways.

Ask yourself how the barely controlled nature of curse impacts their identity. Do they struggle with this inner beast, using shear force of will to suppress their feral urges? Or do they embrace their animal instincts, revelling in the thrill of their transformation. Remember that bestiathropes who can control their transformations at all are most frequently the exception, rather than the rule.

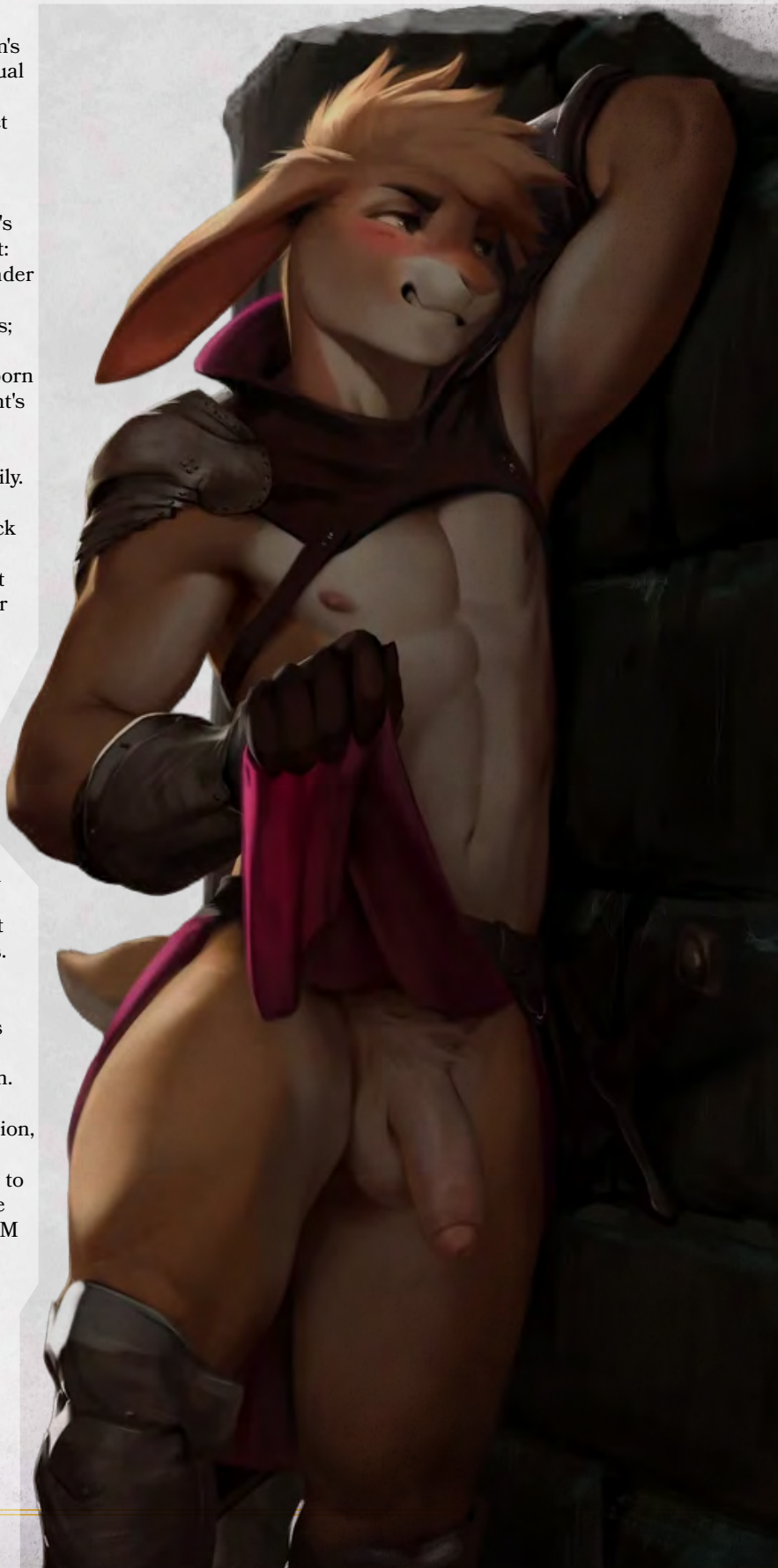
Keep in mind that different communities will react to bestiathropy with various mixes of fear and awe, wile others might even be accepting. Discuss with your DM what to expect from common folk in you campaign setting, and how secretive you will need to be about your curse, and any bestial activities you pursue. A werewolf in shadowy Ravenloft is likely to be far more feared and hunted than in the lands of Ebberon, where shifters are well known.

Bestiathrope Names

Besitathropes born among other races, or turned after birth share the naming conventions of their parents, But those born among bestiathrope tribes often carry more animalistic names:

Male Names. Blackfoot, Bramblethorn, Cleverpaw, Knifeclaw, Longfang, Bloodtalon, Stronghorn

Female Names. Airazor, Daykeeper, Flowermane, Moonsong, Silverpaw, Skydancer, Wildhoof



Bestiathrope Traits

Whether through birth, or bite or curse, you carry the, blood of the beastiathrope, and gain the following traits.

Ability Score Increase. Your Constitution score increases by 2

Creature Type: Bestiathropes are humanoid creatures cursed by powerful transformation magic. Your creature type is Humanoid, although you count as Beastfolk for the purpose of determining reproductive compatibility.

Age. Though often cut short due to violence, the natural life-span of a bestiathrope is longer than that of most humans at roughly 500 years.

Size. Although frequently larger than their un-cursed kin relatives, bestiathropes tend towards the same range of height as normal humans. Your size is medium

Speed. Beastiathropy grants you no additional speed or agility except while transformed. Your speed is 30 feet.

Alignment. Despite unfounded rumours to the contrary, bestiathropes have no innate leaning towards evil. However, they most frequently favor chaotic alignments over lawful ones.

Bestial Blood. The beast who's blood is woven into your curse defines much of how it affects you. Choose a nonmagical beast of CR of 1 or lower from the Monster Manual (pg 317-341) or any comparable source approved by your DM. You gain one natural weapon of your choice from this beast, as well as any of this beast's special senses, such as darkvision, blindsight, or tremorsense. Alternatively, you may choose to gain the following bestial traits instead:

- You gain a Natural weapon such as claws, horns, or fangs. This weapon has the *finesse* and *light* properties and deals your choice of 1d6 Bludgeoning, Piercing, or Slashing damage.
- You gain either Darkvision out to a range of 60 ft

The weapons provided by this trait do not grant you any form of multiattack, Although they can be used with multiattack granted by your class or other features. You use your own strength or dexterity modifiers to determine your bonuses with these weapons, rather than using those included in the beast's statistics.

Sexual Characteristics. Bestiathropes vary wildly in their sexual characteristics. Both your humanoid and bestial or monstrous forms include traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock, however the sexual implements of your bestial or monstrous forms may vary wildly in appearance, as appropriate for your chosen beast.

Bestial Instincts. Channeling the beast within, you have proficiency in one of the following skills of your choice: Acrobatics, Athletics, Intimidation, Perception, or Survival.

Regeneration The curse that afflicts you also imparts a restorative gift. While transformed as per the transformation granted by your subrace, and below half your maximum hit points, you regain a number of hit points at the start of each of your turns equal to your proficiency bonus. Your severed body members (fingers, legs, tail, and so on), if any, are restored each time you complete a long rest.

Lunar Transformation. The light of the moon causes your bestial instincts to go into overdrive, forcing transformation upon you. If you enter or begin your turn within an area of direct moonlight, you must immediately make a wisdom saving throw, with a DC equal to 15 + your proficiency bonus. You may choose to fail this saving throw. On a failure, you use your bonus action to transform, as per the transformation granted by your subrace, and cannot willingly end your transformation. On a success, you are immune to this effect for the next hour.

While transformed in this way, you have disadvantage on intelligence and wisdom saving throws, and must use your reaction to make an attack of opportunity against any creature who attacks you or moves out of your reach, even if the triggering target is not hostile.

Silver Aversion. Your body is weakened by the very presence of silver. You have vulnerability to damage from silvered weapons, and your regeneration trait cannot restore damage caused by these weapons. Each turn you remain in contact with silver, you take 1d6 acid damage, and your regeneration trait fails to function

Waxing Hunger. Once each month, for the three days surrounding the moon of your turning (or that of bestiathrope family line), your bestial nature gains stronger hold, making difficult to identify friend from foe. During this period, you have disadvantage on saving throws to resist the effects of your *lunar transformation* racial trait.

Languages. You can Speak, Read, and Write Common, and one other language of your choice

Feralmoon

Either gifted or cursed to transform truely into the beast of their heritage, Feralmoon bestiathropes hold themselves in high regard, even as others of their kin shun their primitive nature.

Ability Score Increase. Your Strength score increases by 1

Feral Transformation. As a bonus action on your turn, you may take the form of beast associated with your *bestial blood* racial trait. While transformed in this way your game statistics are replaced by the statistics of the creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours.

You retain your normal hit points while transformed in this way, as well as the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

This transformation lasts for 1 hour, or until you choose to end it as an action on your turn.

Halfmoon

The most common form of bestathrope, halfmoons have only faintly animal-like features - such the predatory grin of the wolf, or the wide eyes of a doe - but are able to transform readily between a humanoid form and something more monstrous.

Ability Score Increase. Your Dexterity score increases by 1

Monstrous Transformation. As a bonus action on your turn, you may take a monstrous hybrid form of the beast associated with your *bestial blood* racial trait, gaining the following traits:

- You gain any additional movement speeds available to your associated beast, such as climb, swim or fly speeds. If your associated beast has no such additional movement speeds, your speed instead increases to 60 ft.
- You gain an additional bonus to your natural weapon attacks equal to half your proficiency bonus (minimum of one), and the damage of your natural weapon attacks increases by the same amount
- You have advantage on survival and perception checks made using any special senses granted by your *bestial blood* racial trait.

This transformation lasts for 1 hour, or until you choose to end it as an action on your turn.

Newmoon

Exclusively the children of other bestiathropes, newmoons are true hybrids between man and beast, sporting fur, scales, tails and maws. Their transformations are more subtle than most, simply giving themselves over to the instincts of their more bestial selves in return for the animalistic understanding of such instincts.

Ability Score Increase. Your Wisdom score increases by 1

Hybrid Form. Your bestial nature is clear for all to see, and cannot be hidden without substantial disguise. You you gain a climb, dig, fly, or swim speed equal to your base speed, as appropriate for your associated beast, or your base speed increases to 40 ft if none of these would be appropriate.

Additionally, you have advantage on survival and perception checks made while in a natural environment suited to your associated beast.

Subtle Transformation. As a bonus action on your turn, you may surrender to your more bestial urges, gaining the following traits:

- You gain an additional bonus to your natural weapon attacks equal to half your proficiency bonus, and the damage of your natural weapon attacks increases by the same amount
- You are affected as if by the *Speak with Animals* spell, and have advantage on persuasion checks made against natural beasts.
- You have disadvantage on intelligence checks and saving throws, as well as on persuasion checks made against civilized humanoids.

This transformation lasts for 1 hour, or until you choose to end it as an action on your turn.

Concubi

The Sexual Vampire

Lust was a double-edged sword for concubi like Vexera; a curse of a passionate nature, leaving them either a husk of their former self, or reborn as irresistible sexual vampires. For Vex, the hunger was an affliction she was happy to live with - a burning desire that she was grateful to have, so vastly different from the plain creature she had been before - but she had watched others that were not so lucky. Unable to fulfil the temptation that made up the very nature of their being, her twin brother had perished a few years after their curse first awakened. Now it was up to her to live well enough for the both of them.

She glanced back at her latest 'victim', still blissfully dreaming of their encounter. The boy exhausted, but alive. Returning to stare at herself in the floor-length mirror at the foot of the bed, she wove a skilful illusion down her body to hide the tail that snuck out from the base of her spine, and shift the hue of her skin to something more "human". She probably could have passed as a teifling if she were so inclined, but from what she had overheard downstairs those weren't particularly well liked in these parts either. Better to play it safe, and move on to the next town before rumors started to spread. She had been down that road before. People were not often kind to soul-sucking sex vampires.

Stories and Legends

Legends of Succubi and Incubi have circulated for longer than mankind has had a word for sin: Tales of cruel demons that feed on mortal the souls unrepentant sex, or lustful spirits who violate the bodies of the pure while sleep. Wherever you go, every culture seems to have stories of seductive fiends eager to do harm to mortal and immortal souls alike.

In many cases, these stories exist purely as cautionary tales, or as convenient explanations for inconvenient truths. But they are not entirely without precedent. There are lustful creatures out there, eager to feed on the sexual energies of others. Hungry devils who survive by seducing those around them. As the saying goes: even the strangest myth contains a mote of truth.

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Cursed Affliction

Concubi are not quite the lecherous monsters described in books, or whispered of in hushed tones. While Concubi do feed on sex, and the energies of climactic release, they are not necessarily fiends who prey on the unwilling. Most concubi are otherwise regular people afflicted with an ancient and lecherous blood curse. Not only are they afflicted with an insatiable drive for sex, but Concubi must regularly feed on the pleasure of others simply to stay alive.

The ancient curse that results in concubi appears to be most common among humans - which is little surprise considering their well known penchant for fucking anything that moves - but long ago began to spread through other races as well. Concubi are frequently infertile, but their unquenchable thirst for sex means that those who are not waste little time producing children, and often do not remain in one place long enough to raise them.

Instead, most concubi are raised by un-afflicted parents, who may or may not know the true nature of their mysteriously seductive lover. Indeed, many Concubi only discover their curse in adolescence, when their ever-growing libido lures them into their first sexual experience. At this point, their sexual hunger takes over, and their sexual hunger takes over. The curse only marks a concubi forever after their first feeding, branding them with a glowing sigil of perversion.

Repressed concubi who attempt to resist their carnal appetites quickly fall prey to the fatigue of malnutrition. Each day that the afflicted goes without feeding, their supernatural beauty begins to fade, and their body weakens. Many Concubi die of starvation at a relatively young age, never understanding the source of their withering fatigue.

Branded By Lust

Beyond the insatiable hunger for sex in all it's forms, each concubi develops a unique sigil, called a Lustbrand, upon their first feeding. This glowing mark is impossible to conceal, and glows even through clothing or armor when they are aroused - which is almost always. Most lustbrands appear on or surrounding the genitals, but other manifestations have been noted, such as collar-like markings around the neck, or a stamp of perverse runes along the lower back.

Regardless of their location or appearance, Lustbrands carry with them potent sexual magic, enslaving those they mark to specific desires or sexual obsessions. Often, the nature of a Concubi's Lustbrand is more defining of their lives than their need for sex itself. Forcing them to pursue perverse displays of public sex, or transforming them into bestial sexual predators at inopportune moments. It is these marks, more than simple hunger that drive so many Concubi to become adventurers.

Origins of Sin

The exact origin of Concubi is lost to time. By some accounts, the sinful curse is the result of humans breeding with infernal creatures such as erinyes and succubi, or the result of ancient warlocks foolish enough to offer their wombs to incubi. Others suggest that the concubi are more closely related to vampires; pointing out that their absolute reliance on sex as sustenance is more akin to the blood-hunger of such creatures. More obscure legends tell of an ancient wellspring of sexual magic from which the first concubi born, already tainted by their sinful desires and in service to some unknowable force of great lust.

Whatever the truth, Concubi have spread widely in the untold millennia since they first appeared - thanks in no small part to their promiscuous nature. It is rare for concubi to limit themselves to a single lover, and while they are frequently infertile, the shear number of sexual encounters a single concubi might have in their life easily makes up for this infertility. Pureblood Concubi are still said to be a cursed form of humanity, but the affliction has hardly been contained to a single race.

Whorish Wanderers

A Concubi's need for constant sex, often far more than a single partner could hope to provide, frequently labels them as social pariahs. It is not uncommon for a Concubi's first sexual partner not to survive the encounter, leading the Concubi to become feared or hated within their community. Such outcasts rarely stay put - and as their hunger drives them to feed, concubi more often find themselves in bed with partners they will never see again.

This in turn leads to more concubi children scattered knowingly or unknowingly across the path of their travels, left to discover their true nature in the same unfortunate way. Even parents aware of their Lover's nature frequently hide it from their children - unsure just how real the curse might be, and unwilling to have their child scorned from the moment of their birth.

Even in communities where sex work is commonplace Concubi can struggle to build a stable life. Branded as sexual vampires, they also carry an aura of unnatural beauty and charisma which can lead to myriads of affairs. Their inconcealable Lustbrand makes it nearly impossible for Concubi to hide their nature from others for long, and it is not uncommon for concubi to be specifically targeted by slavers, who can sell them into at a premium to clients with specific purposes in mind. In most cases, it is easier for a Concubi to move from place to place before rumours and vendettas can spread.

Concubi in the Dungeon

Within The Lost Realm of Paradisium, Concubi hold a different role. All creatures born within this ancient prison are tainted by the lustful power of The Mistress, and invariably manifest as Concubi upon their coming of age. Without the stigma of other cultures, Concubi - even those not native to the realm - are welcomed as a natural and important part of society.

In many parts of Paradisium, the appearance of a Lustbrand is actually considered a right of passage, and the first step into true adulthood. So much so, that outsiders born without the curse will sometimes seek out lustbrands of their own as a way to gain further acceptance within a community.

Because of this acceptance, the fabled realm of carnal pleasures is often treated as the only true safe-haven for Concubi, and many cursed individuals seek it out in hopes of finding somewhere they might belong. Those who find it are welcomed with open arms; but many die of persecution or even starvation in their search. The Dungeon is not an easy place to find, and searching for the birthplace of sin is sure to draw the attention of those who would hunt concubi for sport.

Physical Appearance

Because Concubi can be born of any race, it can be difficult to assemble a true list of universal traits. The appearance of a Concubi can vary wildly from race to race, and even form individual to individual, with some concubi even exhibiting traits such as horns or slender tails which are not normally present among their parent race. Many concubi also have some form of strangeness to their eyes. This may take the form of anything from an unusual or impossible hue in their irises, to a twisting, swirling pattern that pulses and glows under careful observation.

This said, Concubi are invariably cursed with a supernatural degree of beauty and perfection. They do not scar or develop blemishes the way other creatures so often do, and even covered head to toe in absolute filth, a Concubi will still somehow exude an aura of sexual intensity that makes them difficult to ignore. This supernatural sense of surreal perfection can give concubi an uncanny appearance, and is often the first clue that a child has been born of Concubi lineage, with more exotic traits only developing much later in life, after the child's first sexual encounter.

Those afflicted with the curse are also frequently hermaphroditic; bearing functional sets of both male and female sexual organs. While this trait is not universal, and hardly unique to concubi, it is common enough among concubi that many children born this way are abandoned at birth for fear of the curse they may carry.

Playing a Concubi

There are few things that define a Concubi more than their need for sex and the nature of their lustbrand. When creating your Concubi, think about where they are from, and how those two things have affected their lives. Did they grow up knowing their heritage, and the curse that would await them the first time they had sex? Or did they live their lives unaware until a terrible and scarring moment? Do they even know what they are, or the nature of their personal curse? Or are they still struggling to understand the powerful urges and irresistible compulsions they experience when the strange sigil they bear begins to glow?

If your Concubi is native to Paradisium, what do they know of the outside world, and the harshness with which it treats their kind? And if not, how have they dealt with that mix of lust and scorn? Do they spurn the attention of others, attempting to fight who they are? Or do they simply embrace their nature, and risk the wrath of those who call it sin? Each Concubi is different, and especially the nature of their lustbrand can provide all manner of complications to their every day life.

Consider Not just your character's morals, but their station in life. Are they a lowly whore, sold into slavery at a young age? Or a Noble heir, who quietly steals peasants off the streets to satiate their unquenchable need? Perhaps they have carved out a niche as the owner of a prevalent brothel - Using their unique talents to draw in customers and pair them with suitable partners.

How does your Concubi choose to feed? Do they move form town to town, recklessly feeding on any they meet, leaving a path of potentially cursed children in their wake? Do they seek out a harem of loving partners who together can fulfil their needs? Some Concubi even turn to magic such as summoning in an attempt to conjure monstrous lovers capable of fuelling their ever burning lust and perverse desires. Do they restrain themselves and feed only when necessary? Or do they give themselves over to the orgasmic bliss of their hunger, attempting to seduce and enthrall countless others under their will?

In the end, ask yourself what drives your character to seek adventure in the world? Are they fleeing their past, and the nature of what they are? Or are they looking desperately for a cure that will end their curse? Perhaps they are seeking their long-absent parent; either in fury for the burden placed upon them, or simply to understand the truth. Maybe They are even questing for the Lost realm of Paradisium - The fabled world where they can find peace among others of their kind..

Concubi Names

Most afflicted individuals are named within the traditions of their human lineage, and have birthnames no more outlandish names than any other member of their race. However, many Concubi choose to abandon these names as they grow to accept their sexual nature, and Choose names they feel are more fitting.

Female Names: Aphrodite, Bast, Elvira, Eve, Evilyn, Lillith, Lydia, Sapho, Shiva, Synn, Venus, Xena

Male Names: Adam, Adonis, Azrul, Crowley, Eros, Fabio, Logan, Lucifer, Narcissus, Pan, Spike

Concubi Traits

Through powerful blood-curse curse, you are afflicted with a unique variation of the Umbraviralis plague, granting you the following features.

Ability Score Increase. Your Charisma score increases by 2, and your dexterity score increases by 1

Creature Type: Concubi are humanoid creatures who carry an ancient curse of lustful magic. Your creature type is Humanoid.

Age. Concubi are functionally immortal and show no visible signs of ageing beyond their prime, so long as they feed regularly on the sexual energy of others.

Size. Concubi tend towards the same range of height as normal humans. Your size is medium

Speed. Your speed is 30 ft

Alignment. Concubi are no more evil by nature than their human counterparts, but may lean towards such alignments due to social stigma. They are frequently chaotic in nature.

Lustful Hunger. Concubi are sexual parasites, and must feed on the sexual energies of other creatures to sustain themselves. When a creature within 5 ft of you climaxes, you may use your reaction to feed on their climax, Expending a number of hit dice up to your proficiency bonus, and regaining hit points as if during a short rest. You must feed on a least one climax each day, or suffer a level of exhaustion.

Sexual Stamina As a creature of pure lust, you are capable of endless pleasure. Your Recovery Dice is a d12, regardless of your sexual history, and you are immune to the flustered condition. Additionally, while above half your maximum hit points, you automatically succeed on saving throws to recover from the mundane effects of climax, and treat overstimulation as if it were one level less.

Lustbranded. The lustful hunger that sustains you also inflicts you with a powerful curse. You gain a single Lustbrand of your choice. This brand cannot be removed by any means.

Lust Sense. The disease has made you acutely aware of the arousal of others. You know the current arousal of all creatures within 30 ft of you, and can sense the presence (but not the exact location) of any creature within 60 ft who's current arousal is greater than half it's maximum value. You know the relative arousal of these creatures, compared to your own.

Sexual Insight. Your seductive gifts include the ability to read the desires of other creatures. You gain proficiency in the Persuasion skill, and have advantage on insight checks made to determine the sexual or romantic interests of a creature.

Sexual Traits. While not always the case, most Concubi present a combination of both male and female sexual characteristics. Your body includes the traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock, often in addition to one or more sexual implements from your non-presenting sex.

Seductive Talent. Concubi have an innate talent for sexual magic. You know the *Detect Sexuality* and *Charm Person* spells, and may cast each once without expending a spell slot, after which you must complete a long or short rest before you may do so again. Charisma is your spellcasting ability for these spells.

Languages. You can Speak, Read, and Write Common, and one other language of your choice.

Hybrid Concubi

The very nature of Concubi leads them to be promiscuous, seeking out sex with a range of partners to help sate their mortal hunger. This means that most Concubi children are born of non-Concubi parents.

These hybrid children inherit the ravenous lust of a concubi, and are permanently branded marked by sin in the form of a lustbrand, but are otherwise still the same race as their non-Concubi parent. Because concubi themselves rarely stay in one place for long, Such "concuborn" children frequently do not learn of their hybrid ancestry until their first sexual encounter, when the insatiable hunger for sex first manifests into a permanent lustbrand.

You can find rules for creating one of these hybrid concubi in the Backgrounds section of this handbook, but talk with your DM before doing so. While the ***Concuborn*** *background provided in that section includes downsides to counter the addition of concubi racial traits, it may still be more powerful than your DM is comfortable with.*

Lustbrands

Lustbrands are crests containing powerful magic - not unlike Dragonmarks. However, where Dragonmarks are often associated with noble birthright and innate magical ability, Lustbrands are sigils of overwhelming sexual magic. These crests afflict their bearer's with perverse sexual desires and mark them forever as a sexual deviants. Because a Lustbrand draw's it's power from the soul of the branded creature, it's magic will last for as long as the creature lives. Unlike other curses, once a Lustbrand appears, it is nearly impossible to remove, except by way of specialized magics.

These brands are most common among concubi, who invariably find develop a Lustbrand upon their first sexual encounter. For a concubi, the appearance of a Lustbrand is often the most defining experience of their life - for better or for worse. Many concubi are unaware of their heritage before this point, and the sudden and insatiable need for sex changes the direction of their entire lives. Among communities of other concubi, An individual's first branding is seen as a right of passage.

Lustbrands are not unique to concubi, however, and can be placed on any creature through sufficiently lecherous magic. It is even possible to be afflicted with multiple lustbrands. Many an unfortunate adventurer have been branded by these magics as a way to bind them into the service of another, or simply for the amusement of a particularly perverted fiend. Some cruel deviants have even been known to afflict such curses upon helpless commoners or unwitting peasants.

It is not uncommon for such folk to be outcast form their towns and villages, and forced to live the life of a roaming adventurer in order to fulfil their twisted new desires. However your character acquired their Crest, consider how it has affected their lives. Have they given in and embraced the sexual perversions of their lewd brand? Or do they fight every day to remain pure of heart, despite their lecherous curse?

Shared Afflictions

All Lustbrands are variations on the same magic, and share certain things in common, regardless of which brand is applied. **The following rules apply to all Lustbrands.**

The Inhibition Bonus of a creature bearing any Lustbrand is reduced by an amount equal to the tier of the brand, and the Lustbrand glows visibly when the bearer is aroused. At an arousal of 0, the brand appears only as a mark or tattoo on the skin, but as the bearer's arousal increases, the brand becomes visible even through armor or clothing. At the moment before climax, the brand glows brightly enough to produce a 5 ft radius of dim light.

Unlike Curses, Lustbrands cannot be removed by means of the *remove curse* spell or similar magic. Excluding the *Wish* Spell Only specific features or abilities allow a creature to add or remove Lustbrands from a creature. And a concubi who's Lustbrand is removed will develop a new lust brand the next time they climax - usually the new brand will be of a higher tier than the previous one.

Individual Brands

There are a variety of Lustbrands that might afflict a creature, and some creatures may even have multiple Lustbrands. Below is a list of brands that have documented among concubi, but other brands may remain undocumented. Talk to your DM if you have other unique ideas.

Brand of Abundance:

1st Tier

The Brand of Abundance is often mistaken for a blessing by those too foolish to recognize it's nature. The plentiful bounty it imparts must be constantly drained, lest it's bearer grow mad with desire.

Each time the bearer of this Brand completes a long or short rest without climaxing, the endowment of their Breasts or Balls increases by one, causing them to gain a cumulative -1 penalty to AC and Dexterity Saving throws .

Each time the bearer of this Brand climaxes, they produce 1 liter of Milk or Cum, and the endowment increase and penalties applied by the curse are reduced by 1.

Brand of Addiction:
1st Tier

The Brand of addiction afflicts those who bear it with a powerful hunger for sex and a need to consume sexual fluids.

The bearer of this brand gains an addiction to sexual fluids. This addiction has an inidital addiction save DC of 18, and follows the normal rules for addiction and withdrawal. However, it cannot be removed by any means while the brand remains present.

Additionally, a creature afflicted by this brand must consume at least 8 ounces of cum or other sexual fluids in order to gain the benefits of a long rest.

Brand of Altruism:
1st Tier

The Brand of Altruism is anything but altruistic, forcing a creature to endure corruptive pleasure in exchange for the aid they provide others, and growing in power each time a life is saved.

Each time the bearer of this brand uses a spell or other effect to restore hit points to a creature other than itself, the bearer's arousal maximum is reduced by the same amount, until it completes a short rest, and the bearer must succeed on an Constitution saving throw against it's own spell save DC or become hyperaroused until the end of it's next turn

Additionally, Each time the bearer stabilizes a dying creature, the their of this brand increases by 1, up to a maximum of 5th tier.

Brand of Bestial Instinct:
4th Tier

The Brand of Bestial Instinct instils in it's bearer an insatiable desire to breed or be bred. Forcing them to seek out a never ending supply of sexual partners, or submit unendingly to a creature with enough stamina to fulfil their needs

Each Time the bearer of this Brand completes a short or long rest, they gain the Nymphomanic condition, which lasts until they are brought to climax through unprotected sex.

Brand of Betrayal:
5th Tier

The Brand of Betrayal was designed to corrupt champions of light by enslaving them to their own arousal in the presence of their enemies.

When when this brand appears, a single race or creature type is chosen, either by the DM or the creature applying the brand. The bearer of this Brand gains the nymphomanic condition while within 10 ft of one or more creature of this race or type. If a creature of this race or type brings the bearer of this brand to climax, the bearer instead becomes infatuated with the target for 1d6 hours.

Brand of Denial
5th Tier

The Brand of Denial locks it's bearer in a state of ever-present need - unable to gain release except at the hands of their corruptor.

The bearer of this Brand gains the Denied Condition, which cannot be removed by any means so long as this curse is active.

When this Brand is applied, any number of conditions (such as gaining permission from a specific creature, having sex with a creature of a specified type, or engaging in a particular kink or fetish) may be specified, either by the DM or the creature applying the brand. While one of more of these conditions are met, the Brand becomes temporarily inactive, removing the denied condition until the end of the bearer's next turn. The nature of these conditions need not be known to the bearer.

Brand of Echoes:
2nd Tier

The Brand of Echoes afflicts it's bearer with the same stimulation they bestow upon others - intended or not. It is often considered among the least hideous of Lustbrands - until paired with other brands or curses.

Whenever the bearer of this Brand inflicts stimulation on another creature, they gain psychic stimulation equal to the same amount. The bearer of this brand cannot bring itself to climax through any means, but immediately climaxes when a creature within 5 ft of them climaxes, regardless of it's current arousal.

Brand of Emptiness:
1st Tier

The Brand of Emptiness is perhaps the lightest of Lustbrands, and is sometimes sought out as a blessing despite it's corruptive effects.

The bearer of this Brand suffers no penalties or negative effects from being penetrated by creatures or implements of size categories larger than themselves, and is resistant to stimulation from implements less than one size category larger than themselves.

A creature bearing the Brand of emptiness has disadvantage on saving throws, attack rolls, and ability checks while not penetrated by a sexual implement at least one size category larger than their own.

Brand of False Dominance:
1st Tier

The Brand of False Dominance is a powerful curse hidden within the guise of a blessing, allowing it's bearer to command others at the cost of their own self control.

The bearer of this Brand learns the *Demitri's Demanding Desire* spell, and may cast it once without expending a spell slot, after which they must complete a long rest before they can do so again. When cast in this way, the spell is always considered a Sexual Advance, and uses charisma as it's casting ability. Each time the spell is cast in this way, bearer becomes nymphomanic until they are brought to climax.

A creature bearing the Brand of False Dominance automatically fails saving throws against the charmed, infatuated, and hyperaroused conditions if the source of the effect appears submissive in nature. Creatures affected by the bearer's *Demanding Desire* spell become permanently hostile to the bearer when the spell ends.

Brand of Fertility:
2nd Tier

The Brand of Fertility is often sold as a blessing to unwary couples desperate to have a child. It's true nature providing perverse entertainment - or perhaps even children - for the powerful being who places the brand.

A creature bearing this brand permanently gains the hyperfertile condition, and cannot be brought to climax except through unprotected sex. While pregnant, the bearer of this lustbrand also becomes hyperaroused.

Additionally, a creature bearing this brand can be impregnated through any orifice, and is capable of carrying multiple pregnancies at once, regardless of race or biological sex. For each pregnancy beyond the first, the bearer's dexterity and strength scores are reduced by 1. Each time the Bearer gives birth this penalty is reduced by 1, and the tier of this Brand increases by 1, Up to a maximum of 5th tier.

Brand of Infatuation:
3rd Tier

The Brand of Infatuation is perhaps the most common of all Brands, instilling in it's bearer an inexplicable and overwhelming attraction to another creature - most often the caster of the curse.

The bearer of this Brand gains the Infatuated condition, which cannot be removed so long as the curse is in place. When this brand is applied, a single creature other than the bearer is chosen, either by the DM or the creature applying the brand. The chosen creature becomes the source of the bearer's infatuation.

Brand of Oaths:
2nd Tier

The Brand of oaths seems innocuous enough, until a careless promise becomes a painfully enforced vow.

Whenever the bearer of this brand makes an explicit vow or promise, they become magically bound to uphold this statement as if it were a solemn oath. Anytime a creature bearing this brand attempts to break such a promise, or fails to fulfil a such a promise through inaction, it is magically compelled to sexually humiliate itself in some way. The Exact nature of this humiliation may vary, but it must occur in a public place, observed by a number of people equal to or greater than the creature's level. If this compulsion is not fulfilled within 24 hours, the bearer instead gains the nymphomanic condition, and it's arousal maximum is reduced by 1 Recovery Dice for each day it fails to fulfil the compulsion.

Brand of Ruin:
1st Tier

The Brand of Ruin is cruel in it's simplicity.

Whenever the bearer of this brand would climax, it instead does not, but immediately expends a single recovery dice as if it had, reducing it's arousal by the result plus the tier of this brand, and taking psychic damage equal to the same amount. If the creature does not have any recovery dice remaining, it instead takes 1d12 psychic damage, and gains a level of overstimulation. If the damage from this brand would reduce the creature to 0 hit points or below, it is instead reduced to 1 hit point, and the tier of this brand increases by 1.

Brand of Obedience:
5th Tier

The Brand of Obedience is perhaps the most direct and effective Brand that can be applied to a victim; using their own arousal and desire to enforce the will of the caster upon them.

The bearer of this Brand is infatuated by either the creature applying the brand, or a creature chosen by the DM, and cannot willingly move more than 1 mile from the this creature unless commanded to do so by the caster themselves.

While the bearer of this brand is affected by at least one level of overstimulation, the chosen creature may use an action to subject the bearer to Complete control. The bearer must succeed on a dc 20 wisdom saving throw, or be affected as if by the *Dominate Monster* spell.

Brand of The Forsaken:
3rd Tier

The Brand of The Forsaken turns the touch of a lover into scorching pain.

The bearer of this Brand experiences painful radiant burns from direct contact with any object or creature marked by or subject to True Love. While touching such a creature or object, the bearer of this brand gains the poisoned condition, and takes 1d6 radiant damage at the start of each of it's turns.

Brand of The Hungry Gaze:
3rd Tier

The Brand of The Hungry Gaze draws the attention of all those who look upon it's bearer, weather this attention is desired or not.

The bearer of this Brand has disadvantage on stealth checks and checks made to remain hidden or unnoticed. Creatures who see the face of a creature bearing this brand must succeed on a DC 15 wisdom saving throw, or become sexually aggressive towards the bearer of this Brand, until brought to climax. Any creature that can't be Charmed succeeds on this saving throw automatically. Creatures who succeed on this saving throw or are brought to climax by the bearer are immune to this effect for 24 hours

Brand of Transformation:
5th Tier

Derived from the same magic that empowers lycanthropy and similar bestial afflictions, the Brand of transformation causes a creature to transform unwillingly into a creature of pure desire.

When this brand appears, a single triggering sensation or event (such as the rising of the full moon, the scent of a particular aroma, or experiencing a particular type of stimulation) is chosen, either by the DM or the creature applying the brand along with a specific race or type of humanoid creature. When the triggering sensation or event occurs, the bearer of this Brand must succeed on a dc 24 wisdom saving throw, or transform into the specified race or creature for 1d6 hours.

While transformed in this way, the bearer becomes nymphomanic, and it's ingame statistics change to reflect it's new race or creature type, although it does not gain or lose any features not associated with it's race.

Brand of Virility:
3rd Tier

The Brand of Virility endows it's bearer with a powerful and throbbing erection, which continues to grow unless satiated by climax.

Each time the bearer of this Brand completes a long or short rest, the size of it's cock increases by one (up to a maximum of gargantuan), and it's arousal maximum is reduced by one Recovery Dice. If the bearer does not have a cock, it instead gains a cock with a size category of tiny.

Each time the bearer of this Brand climaxes, it's arousal maximum increases by one Recovery Dice and the size category of it's cock decreases by one.

Contiguous Transformations

The Brand of Transformation is a powerful curse in it's own right, but in some instances it can be even more potent. When applied by a particularly powerful caster, this Lustbrand can mimic the contagious effects of Lycanthropy, spreading from one person to the next through sexual intercourse.

In these cases, it is often impossible to remove the brand from all of the afflicted, but much like Lycanthropy, the curse can be broken by removing the Lustbrand from the original victim - Assuming you can find them.

Koitalic

Marsh toiled away carefully in the thick muck of the bog. Her soft fur was already matted with mud, and she was almost certainly that her brother Mellow would make her sleep outside tonight because of the smell, but that didn't matter to her. What did matter were the bones. Big ones, small ones, some as thick around as he forelimb, and others so delicate that only the thick sludge of the bog has preserved them for so long. And all of them belonged to a single creature!

*Of course, everyone at the academy would have told her they didn't. The professor would have said that the discolouration of the bones meant they couldn't have come from the same century, let alone the same creature. And the other students would have laughed at her trying to reassemble bones that clearly didn't fit together. But what if they *did* fit together? What would that creature look like, even if it had never been real?*

Sure, it wasn't likely. It probably wasn't even possible. But the what-if was so much more interesting! She had been digging in this spot for nearly a week, and had more bones of odd shapes and sizes than she could shake her tail at. She couldn't wait to start puzzling out how they might all fit together, and what kind of strange beast they might create when she was done. All of her years hiding in the vents to watch Dr. Grant's lectures were about to pay off, and the chance to use what she had learned was more than worth a few nights spent sleeping in the stables.

A Different Kind of Kobold

Sometimes called "Fluffbolds", or even "Boikaissers", in reference to the "little ruler" who served as favored companion to a certain effeminate king, Koitalics are the more bookish cousins of the ever present dungeon kobold. Covered head to toe in soft downy fur, these charismatic little dragonkin are originally native to the frost chilled landscapes of the northern realms. While their cavern dwelling cousins maybe clever in their own way, Koitalics are far more innately curious than kobolds, with a thirst for learning and information that some might even call neurotic. Whether it is tomes of magic, ill-gaurded secrets, or tales of wonder which they collect, Fluffbolds are obsessive in their pursuit of knowledge - even if they don't always understand what they are collecting.

Creatively Clever

Fluffbolds are known for being clever more than smart, and some are quick to question how much of the information they collect a Koitalic actually understands. The truth is that these fluffy little dragons simply have a unique perspective on the world. Their greatest mental strength often comes from their ability to see things differently, rather than their skill from understanding the same things everyone else does.

As collectors of information, Koitalics are clever often walking encyclopedias of oddly specific or seemingly disjointed information, which nevertheless makes perfect sense to them. A Fluffbold has an interesting fact for almost any situation, their ability to think outside the box can be an asset to any party.

Eager Apprentices

While their scaly brethren are known for serving and even worshiping dragons, Koitalics prefer to congregate around figures of great learning or heroic renown. They are less taken with creatures of great power than they are with individuals who's stories precede them, or with shoes from whom they believe they might learn something exciting. While this hardly means Fluffbolds are less likely to be found polishing the scales of an ancient brass dragon, it does mean that they are just as likely to be serving as loyal apprentices to powerful wizards or as eager disciples at the temple of a god of knowledge.

What's more, it is often quite impossible to dissuade a Koitalic once they have latched onto a figure they feel is worthy of their admiration, meaning they sometimes take up such roles without the permission - or even the knowledge - of those they have chosen to idolize. Whatever the relationship between a Fluffbold and their personal idol, they will always serve with an eager fervour and an insatiable desire to learn from or mimic their hero.

Fluffbold Society

Koitalics tend to congregate in smaller numbers than their more primitive relatives, but are far more likely to make their homes among other races. While Kobolds most often make their homes in crowded dens or warrens, Koitalics prefer more ordered dwellings, such as the forgotten catacombs of an ancient college, or the dusty stacks of some labyrinthine library. To gain entry into such places, Koitalics frequently adopt themselves into service as unpaid servants or helpers wherever they are welcome - and sometimes even in places where they are not. Much like their scaly cousins, however, Fluffbolds are always eager to gain the approval of those they consider greater than themselves.

In places where Koitalics live separately from other races, their culture tends to be very introverted, and task-focussed. Each member of a Koitalic conclave excels at a specific task, and is entrusted with performing that task for the entire warren. Each individual is encouraged from a young age to discover what they are best at, or what jobs they find most engaging, ensuring that every member of the conclave can use their skills in a way they find rewarding, while still contributing to the whole.

To this effect, many young Fluffbolds strike out on their own during the early years of their life, questing for the passions they will later bring back to share with their companions. It is not uncommon for Koitalics to spend most of their lives travelling the world, either alone or as small tightly-knit groups, only to return to their conclaves later in life, once they have discovered that they are best at.

Adventuring for Fun

For most races, venturing out into the world to fight monsters and save kingdoms is a means to an end - rarely does one set out to slay a dragon without some form of reward - be it personal vengeance, unimaginable wealth, or simply the fame and notoriety that come from such acts of heroism. Koitalics, however, most often adventure for fun.

It's not that wealth and fame are unimportant to these balls of excitable fluff, or that they are unmotivated by the desperate ordeals that incite most adventurers to risk life and limb in pursuit of a goal. Koitalics simply appreciate the journey far more than the end. Travelling as an adventurer means encountering new things, and learning from new people. It means uncovering new stories learning new secrets. Koitalics are small and not particularly long-lived by most standards. To a Fluffbold, adventuring is a way to make the most of their small, short lives.

Inherently adorable

For reasons that are still poorly understood, Koitalics are considered almost universally "cute" in the same way that elves and their relatives are often said to be universally attractive. Some scholars suggest that this is a kind of innate magical defence - a subtle sort of charm woven into their being, which makes Koitalics less likely to be preyed upon by dangerous predators. Others simply accept the cuteness of Fluffbolds at face value - as the natural result of their physical proportions and soft, furry complexions.

Universally Breedable

Another trait which makes Koitalics unique, if not especially sought after by certain creatures, is their unique ability to mate and breed with almost any living creature. Fluffbolds are often referred to as "universal breeders", because they are capable of baring offspring with any creature fertile or virile enough to do so - regardless of race or species. Even partners of drastically larger sizes will find that Koitalics can handle anything thrown at them in bed, and come out unharmed and eager for more.

Offspring born from such unions are always born as koitalics, regardless of the nature of their extra-racial parent, and are generally referred to as "Otherchildren." Unlike many races, who hold children of mixed parentage in low regard, Koitalic otherchildren are treated as special gifts to the conclave, who's unique parentage is likely to result in unique skills and new ideas.

Playing a Koitalic

Making a Fluffbold requires less thought given towards their ultimate goals than would be expected for most adventurers. Instead, it is generally more helpful to consider what your character has learned along their journey, and what they still have left to discover. Koitalics are driven by an innate curiosity, and a desire to discover what makes them special, so think about where that curiosity has led them so far, and where it might lead them in the future.

Think about how long your Koitalic has been adventuring, and what jobs they might have tried in the past. What special interests they might have? Who or what they might look up to or aspire to be? Consider why they have decided to travel with this particular group of companions and spend time talking with DM and fellow players about what relationships they might have with other characters. Are they the eager tagalong to another character in the party? Have they set out in hopes of impressing or gaining the approval of some powerful master? Or maybe they have simply inserted themselves into the a fellowship that is still unsure what to do about their eager new companion.

Koitalic Names

Male Koitalics are generally named after things or for their personalities, while females are often named after places, or the color of their fur.

Male Names. Biscuit, Brash, Curio, Dagger, Gizmo, Keen, Mellow, Nifty, Quest, Ratchet, Slack, Trinket, Zeal.

Female Names. Brook, Cherry, Hilltop, Lilac, Marsh, Patina, Shore, Peak, Violet, Viridian, Zenith.

Koitalic Traits

As an softly furred drgonkin, you gain the following traits.

Ability Score Increase. Your Charisma score increases by 2

Creature Type: Koitalic are small humanoids of draconic linage. Your creature types include Humanoid and Draconic.

Age. Koitalics reach adulthood at age 6 and can live up to 120 years. You are more likely to reach old age than your Kobold cousins

Alignment. Koitalics are neither good nor evil, but have a curious disposition that make them lean towards Chaotic.

Size. Koitalics are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed. Despite their short legs, Koitalics are light on their feet. Your base walking Speed is 30 ft.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Magical Proclivity. You know two cantrips of your choice from the sorcerer spell list. Charisma is your spellcasting ability for these cantrips.

Koitalic Charm. Your inherent cuteness has a disarming effect on those around you. You have disadvantage on intimidation checks. However, normally hostile creatures are indifferent to you, rather than hostile, until you or your allies attack or harm the creature or any of it's allies.

Avid Reader. Koitalics have a never ending appetite for knowledge, hoarding books, tomes, and scrolls from all over the world. You can read 2 additional languages of your choice, although you cannot speak them fluently. You have advantage on checks made to decipher unfamiliar runes or other elements of written language.

Languages. You can Speak, Read, and Write Common, Draconic, and one other language of your choice.

Sexual Traits. Koitalic carry the same sexual dimorphism as most other humanoids. But are far more flexible. Your body includes the traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock. You can safely withstand penetration by sexual implements up to two size categories larger than your own.

Universal Breeder. By some fluke of magic or genetics, koitalics are one of the few races who are reproductively compatible with nearly any creature. You ignore the negative effects of sexual penetration, and can safely be penetrated in any orifice by sexual implements of any size, In addition, you are capable of impregnating or becoming pregnant by any fertile/virile creature, regardless of race or species. The resulting child will always be a Koitalic.

Magi

Magically gifted Koitalics who enjoy studying spells and esoteric formulas, Magi are frequently found attending powerful wizards and archmages, or hiding in the forgotten catacombs of arcane colleges. How much they actually understand of the magic they study debatable, but they seem to have an innate knack for the magic arts that sometimes results in spells working when they really shouldn't.

Ability Score Increase. Your Intelligence score increases by 1.
Unconventional Magic. Magi a special kind of magic to them that is as unpredictable as it is reliable. When you make a spell attack and fail, you may repeat the attack roll, adding 1d6 to the result. If you do so, you must immediately roll on the wild magic table. You may use this feature once, after which you must complete a long or short rest before you may do so again.
Arcane Study. Your time spent deep in the pages of spellbooks and arcane manuscripts has taught you much. You gain proficiency in the Arcana and Religion Skills.

Secretkeeper

Secretkeepers excel at getting into places they dont belong and learning things they shouldn't know. Unlike most races keen on collecting secrets, however, they don't do so for the sake of blackmail or any other nefarious purposes. They simply enjoy knowing things they aren't supposed to - Often so much that they share those secrets to anyone willing to listen.

Ability Score Increase. Your Dexterity score increases by 1.
Soft Footed. As a free action at the start of your turn, you may choose to reduce your speed by half until the start of your next turn. If you do so, your actions and movement during this time are rendered silent, granting you advantage on stealth checks and saving throws made to hide or avoid notice.
Keeper Cleverness. You haven't collected so many secrets by being caught! You gain proficiency in the Stealth and Slight of Hand Skills.

Storyteller

To a storyteller, any tale worth telling should never be told the same way twice, and they are exceptionally proud of their ability to "make the truth better". Despite their propensity for tall tales, they are exceptionally good at remembering things, and categorically refuse to write anything down.

Ability Score Increase. Your Wisdom score increases by 1.
Remembered Tales. You have a story for every situation, and sometimes they even help! When making a skill check using a skill you are not proficient in, roll 1d6. On a 6, you remember a useful tidbit of information, and may add your proficiency bonus to the check as if you were proficient.
Practiced Delivery. You have been telling and retelling stories since the moment you could speak. You gain proficiency in the Performance and Persuasion Skills

Thiccfurr

Built for surviving the northern ice deserts, Thiccfurr are known, as their name implies, for their coats of thick winter fur, which help to insulate them against the bitter cold of glacial winds. While still small, Thiccfurr have less slender builds than other Koitalic, packing on additional pounds whenever possible to see them through long winters where food is scarce.

Ability Score Increase: Your Strength score increases by 1.
Sturdy Frame: Thiccfurr are a hardy folk, with stamina that would put most dwarves to shame. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
Thick Coat: All that fluff isn't just for show. You ignore the effects of extremely cold or frozen climates.
Snow Tunneler: Your people spend most of their time tunnelling through ice and snow to create safe burrows within the frozen tundra of the north. You have a burrow speed of 10 ft, which you can use to move through sand, earth, mud, or ice. You can't burrow through solid rock or other hard materials. When burrowing, you may choose to leave behind a tunnel large enough for a small creature to move through without squeezing.

Sandtooth

A small tribe once thought lost to mountain storms, the ancestors of the Sandtooth survived by migrating eastward into the desert spicelands, where their diminutive size allowed them to squeeze into small caves and crevices where desert sandstorms could not reach. They are a lean and savage tribe, with whiplike muscles and deadly sharp reflexes honed by a lifetime of hardship and danger.

Ability Score Increase: Your Constitution score increases by 1.
Desert Dwarfism. Seldom larger than 18 inches in height, Sandtooth are tiny even by the standards of other Koitalic. Your size category is tiny, rather than small.
Talon Claws: Sandtooth are the only Koitalic tribe to make regular use of their natural claws - often to deadly effect. You gain a Natural weapon in the form of sharpened claws. This weapon has the *finesse* and *light* properties and deals 1d4 Slashing damage.
Desert Endurance: Your kin have learned to survive in some of the harshest conditions Eden has to offer. You gain proficiency in the Survival skill. Additionally, You ignore the effects of extremely hot or dry climates, and can survive for twice as long without food and water.

Otherchild

Koitalics are not just universally cute, but also universally breedable. As such, it isn't uncommon for a Fluffbold to mate with or bear the children of another race. Such offspring are called "Otherchildren", and are always born as koitalic, regardless of their other parent race.

Ability Score Increase: Choose one ability score associated with your non-koitalic parent's race. This ability score increases by 1
Hybrid Lineage: Choose one racial trait from your non-koitalic parent. You gain this trait in addition to those granted by the Koitalic race.
Child of Two worlds: Choose one proficiency and one language in which your non-koitalic parent is proficient. You gain this proficiency.

Lamia *(Noble)*

Thalia smiled lasciviously at her dinner guest as he looked worriedly over the lavish table setting and the array of supple meats she new were the source of his concerned expression. She watched him hesitate for a long moment, feigning ignorance of his fears just long enough to keep him on edge, before dismissing them as if it were an afterthought. "Oh don't worry dear, you don't ***really*** *think I would serve you people, do you? Come now, I'm a Monster, not a barbarian!"*

Her mirthful laughter caused her heavy cleavage to bounce distractingly, and she knew it. "I don't even eat the stuff myself if I'm being honest. Farm raised is pathetically bland, and you simply cant tell what you are going to get with wild caught these days." She used her fork to take a slice from the suspiciously sized cut of meat, and made a point to unhinge her jaw in swallowing it. The effort was hardly necessary, but it always either unnerved or aroused her guests. If she was lucky, it would be a little bit of both.

"What with all the diseases and curses adventurers are exposed to these days, not to mention their diets... It's simply not worth the risk." Thalia let her coy smile reveal the tips of venomous fangs, while her serpentine body coiled seductively beneath her. "Besides. Why bother with all that effort when I can simply import exotics from the mountains? I believe this cut died in the arena just last week. A rare species of demonic boar found terrorizing villages to the north. Supposedly it's flesh acts as a potent aphrodisiac. Shell we put that to the test?"

Desert Royalty

Lamia Nobles are the monstrous Sultans of the desert sands. Beautiful humanoids with the lower bodies of enormous serpents, they are said to collect untold riches within their lairs, and are known for their lavish tastes and hedonistic lives, as much as they are for their cannibalistic appetites. While their four-legged cousins may be content to live within the faltering ruins of some ancient temple, the serpentine Lamia Nobles are said to live like royalty within hidden palaces.

How much of this mythos can be deemed truly accurate is hard to say. Lamia Nobles are not common to encounter within the world of men, and those who do traffic among everyday mortals are frequently not to be trusted. While many an adventurer has claimed to have escaped, or even slain a Lamia noble in their travels, it is difficult to say if the riches they produce as proof of these legends are representative of the entire culture, or simply the spoils of a few deadly individuals.

As a whole, these Desert Legends are secretive of their Lairs, and even more so of their daily lives. It would seem that even among those Lamia friendly to mankind, there is a desire to cultivate mystery and legend about their kind. Perhaps this is to protect some great secret of their people, or to draw the curious into a well-baited trap, or maybe it is simply to conceal the most truly monstrous aspects of their people.

A Lineage of Monsters

With an ancestry flowing backwards through uncounted eons to the Mother of Demons herself, Lamia are Monsters in the most classic sense, and the serpentine Nobles are perhaps the most deadly. Alluring as they are dangerous, Lamia have seduced and devoured men since the first wanderer set foot in the ancient deserts of the forgotten past. They are known to be cruel, cunning, and insatiable; consuming mortals and collecting their wealth in abundance enough to rival even many dragons. Tales of these deadly predators in the guise of Beautiful men and women are a quintessential part of desert lore- and desert survival. But perhaps there are more stories to tell than simply those of monsters.

While Lamia are of undoubtedly monstrous origin, those origins are so old that "ancient" does not even begin to describe them. In the untold generations since the first Lamia were brought into this world by the Queen of Night, they have developed a culture and society far more complex than most realize. While many Lamia still prey upon unwitting guests or unwary adventurers, the rule of the desert has changed as enclaves have grown into vibrant cities of hidden wonder. Most lamia have never tasted the supposed delicacy of human flesh.

In recent centuries, as the deserts grow more dry, and the caravans turn from old routes no longer worth the risk, some lamia have taken to exploring the world and even the cultures of other races. Adventurers, entrepreneurs, and a slew of other almost trustworthy individuals have begun to make themselves known in the lands of others. Setting up shop as slavers, merchants, and even heros for hire, this enterprising young generation have begun to tell their own tales, and write stories in which their kind are not always the enemy.

Myths and Falsehoods

Not everything legends would have you believe is true, and Lamia are no exception to this rule. On the contrary,, Lamia Nobles often spend centuries cultivating local legends and myths about anything from their abilities to their treasure hoards. Such misdirection is used like any other tool in a hunter's arsenal, baiting the trap to draw in their favourite prey. There is generally a grain of truth to these stories: a room of illusionary treasure glimpsed by those who only believe they are escaping, a powerful spell cast so frivolously that it must be a natural ability. But separating the truth from cultivated fiction can be more difficult than sifting flower for the desert sand.

One of the most common misconceptions surrounding lamia in general is that they are universally female. Lamia males do indeed exist - they simply aren't common. More than that, the matriarchal nature of Lamia society means that male lamia are often seen as an embarrassment upon their mother, and slain at birth. This is not always the case of course, and in fact most Lamia Nobles are, technically speaking both male *and* female. Historically speaking, however, female presenting Lamia - be they noble or otherwise - have been the more successful hunters, and most nobles will therefore go out of their way to adopt a feminine appearance. This trend has only begun to shift in the last century or so, as hunting and feeding practices have changed.

Which brings us to the next common myth surrounding Lamia Nobles in particular. It is often assumed that because their lesser sisters prey almost exclusively on humanoids, that Lamia Nobles are predominantly man-eaters. While this may have been true in centuries past, it has become more common by far for nobles to seek out more exotic prey - feeding on the flesh of enormous monsters to sustain their near-insatiable appetites. For many, the hunting of humanoid prey simply is not worth the risk, especially when more exotic and flavourful meats can be easily purchased or imported through ever growing local markets.
It is also common belief that Lamia Nobles bear some form of inherent shapeshifting ability - beyond that of their lesser cousins. In reality, most nobles are simply older and more skilled in their magics, and can afford to cast transmutation spells on a whim. There is truth to the idea of such nobles secreting themselves into humanoid society, and even to the notion that they use their natural charms to secure positions of power, but the shapeshifting power used to do so is a trained skill, not a natural gift.

The Grace of Serpents

While common lamia generally take the form of beautiful women with the bodies of four-legged beasts such as lions or goats, Lamia Nobles universally bare the bodies of enormous serpents. More Beautiful and Alluring than any of their four-legged counterparts, Noble Lamia are the great seducers of the desert - akin to succubi or erinyes in their reputation, but with a serpentine grace that is at once both majestic and terrible.

The long serpentine bodies can stretch easily to a length of twenty feet from the tip of their fangs to the tip of their tail, and travel along through ground by way rhythmical undulations like the seductive swaying of a dancer's hips. A noble's scales are said to glitter like polished gemstones in the full light of the desert sun, and their serpentine coils are cited to be stronger than any steel.

Many nobles are viperous beauties, with hidden fangs capable of delivering a uniquely potent form of aphrodisiac. It is this hyper arousing poison that is commonly sold on the black market as the addictive drug "succubus venom", and many venomous nobles are more than happy to provide the drug to servants and lovers too helplessly addicted to recognize their danger.

The Cunning of Man

It is not only this serpentine majesty for which Lamia are known. Enormous snakes and powerful serpents are found the world over - many far more fearsome than the Lamia would seem to be. Rather, it is the cunning and intelligence of a fiend that make Lamia Nobles so feared by peoples of the desert. Any man can slay a beast in battle, but Lamia are far more than simple beasts.

Lamia of all breeds are known to be deadly illusionists and tricksters, but while lesser of their kind are still ruled by the monstrous nature of their ancient heritage, Nobles are more human in their cunning, and less driven by a desire for the suffering and destruction of their prey. That is not to say that Lamia Nobles cannot be cruel and mercurial in their nature, but they are much more than that as well. Nobles think in the long term, and make plans that can take centuries to execute. They are sly, cunning, and seductive by nature, with an innate understanding of how to use their skills to greatest effect.

While a common lamia may be content to torment mortals and lead them blindly to their inevitable destruction, a Lamia Noble is more apt to pit mortals against each other, forming bonds and relationships with an array of humanoids, and even participating in humanoid society where it suits their plans. They excel not just at subterfuge and seduction, but at linguistics, economics, poetry, and arcane study. Their personal aims span the gambit from simple pleasure seeking and the collection of wealth, to the rule and overthrow of empires.

This intelligence makes Serpentine Nobles far more deadly than any of their common relatives, But it also grants them a freedom to expand beyond their monstrous origins. If it is humanoid free will that allows some mortals to choose the path of evil, then the same human freedoms have enabled some Nobles to break from that path. Despite their demonic ancestry, Lamia are thinking, feeling creatures, and their serpentine cunning has helped them not carve out a place for themselves, but to experience life and love in a way not so different from their humanoid prey.

Dangerous Lovers

To love a lamia is a dangerous endeavour, and indeed, often times a trap. Lamia Nobles especially are said to be experts of seduction - a natural talent they use to draw in prey as well as lovers. But however dangerous they may be, Lamia Nobles are not without emotions - including desire, compassion, and even love. Even those who use their wiles to attract humanoid prey often keep at least one humanoid lover for companionship.

Lamia will rarely if ever seek out other lamia as lovers, so the aspiring bard or adventurer begins with more chance of success than they might when attempting to seduce other monstrous creatures. It is not unknown for a Lamia Noble to keep several sexual partners as entertainment, especially if their lair is particularly well hidden or missing a regular supply of adventurers to seduce. Most often, these partners will be slaves - held in bondage by a mixture of magic, drugs, and the noble's innate seductive talents. But some lamia will form legitimate and loving relationships with their humanoid partners, of whom they often become dangerously possessive.

Even these consensual partners are not free from the risks of loving a monster. The touch of a Lamia Noble is said to drain wisdom from a creature, leaving them quite intoxicated. Combined with the overwhelming size and strength of a noble's serpentine body, accidents have been known to happen. Furthermore, Lamia Nobles still battle their predatory instincts, even when mating with a creature they care for greatly. If passions are high enough, these instincts can take over, leading a lamia to devour their partner whole. Oddly enough, this particular risk seems to excite at least as many monsterfuckers as it deters...

Lamia Reproduction

Lamia are well known for their ability to seduce men (and women), but there is more to this than the clever reuse of a predator. Lamia are not infertile, but their monstrous blood invariably dominates their reproductive cycle. Two nobles who mate with each other will produce a common Lamia, and if two common lamia are foolish enough to mate with each other, the result is a grotesque chimera of only beast like intelligence.

For this reason, lamia of all classes are drawn to and encouraged to mate with humanoids of other species. Such a pairing invariably produces a Lamia of the same class as the parent, regardless of which partner carries the young. Most lamia, whether they appear male or female, are hermaphroditic and capable of mating with a fertile humanoid of any sex. Lamia Nobles in particular also share many of the reproductive traits of their snake-like form.

A serpentine Lamia Noble has two penises - although they are generally of a more humanoid appearance than that of a snake - which remain hidden within a genital slit while not in use. Similarly in line with their serpentine bodies, nobles are capable of controlling the exact moment of their fertilization, delaying conception and thus pregnancy by up to 6 months. The same cannot be said for any unfortunate soul unlucky enough to be impregnated by the same noble.

Serpentine Society

It is not common for Lamia to come together any great numbers. Even the occasional settlements and cities rules over by Lamia Nobles are rarely inhabited by other lamia. Instead, most lamia live in isolated lairs, distant from others of their kind, and surrounded by servants and minions of other races. It is not uncommon for the desert lairs of Lamia Nobles to house tribes of gnolls, or even lesser demons, along with harems of humanoid slaves who attend and service the lamia in any way their masters desire.

When Lamia do band together into greater settlements, their culture is heavily matriarchal, with a rigid class system. Nobles rule over the lesser of their kind, and seek to fulfil their own aims over those of the wider population. Male Lamia are seen as weak and impotent, frequently having little to no magical talent. Such males are invariably treated as second class citizens, only mildly more valuable than the scores of enthralled slaves that such settlements maintain. It is no surprise then, that male nobles are often among the most sadistic and domineering of their kind when given the chance to rule over others.

Within other societies, Lamia Nobles generally seek out positions of power, holding themselves in high regard compared to other humanoids. They may choose to take up roles as trade masters, guild leaders, or as the head of any suitably influential organization. Lamia are inherently drawn to wealth and power, and are generally well suited to the task of acquiring it.

The rare lamia adventurer is generally some form of outcast or fortune seeker. Nobles rarely expend the kind of effort involved in adventuring unless there is substantial personal gain to be had. Even when they do, such Lamia generally prefer to risk the lives of others over their own.

Playing a Lamia

When choosing to play a Lamia, one of the greatest things to establish is a firm and long-lasting motivation. Why has your character chosen to leave the relative safety of their lair? What are they seeing that they cannot gain any other way? And most importantly what prevents them from abandoning their allies as soon as they are no longer useful? Not all lamia are evil, but they are rarely charitable - at least not openly. Think about what obstacles stand between your character and their goals, and how the party they travel with might help them in overcoming such obstacles.

It is also important to remember that Lamia are not frequently welcomed among other cultures. While some nobles may have enough skill in magic to hide their monstrous nature, this is not always an option, and you should be prepared to encounter hostility from other races who see your character as a threat. Do they use their seductive charms to win over those they meet? Or do they leverage their race's reputation to intimidate any who might stand in their way?

Remember that Lamia, especially the serpentine Nobles, are accustomed to a certain degree of lavishness. While they may not be unprepared for arduous journeys or spartan conditions, they are unlikely to find themselves at home under such circumstances. How does your character make due in such circumstances, and what impression do they hold of those who contend with such hardships every day?

Lamia Names

Lamia names are regal, and harken back to great names of desert myth or legendary figures of their monstrous past.

Female Names: Alia, Eresh, Faridah, Galema, Harah, Khali, Medusa, Nayla, Nessmara, Thalia, Voraya

Male Names: Addoni, Geb, Jamis, Korba, Liet, Seht, Scytale, Tuek, Uthar

Lamia Traits

As a great serpentine seducer, you gain the following characteristics.

Ability Score Increase. Your Charisma score increases by 2

Creature Type: Lamia descend from the mating of humanoids with more monstrous beings. Your creature types include Humanoid and Monstrosity.

Age. Lamia appear to be effectively immortal, you have no maximum life-span, and show no recognizable signs of old age.

Alignment. Lamia are capricious and mercurial, often acting on whims that others would call petty or cruel. Your alignment is Chaotic, perhaps even leaning towards evil.

Size. Adult Lamia are generally around 20ft long, from tail-tip to fang-tip, but still have a humanoid torso and arms. You are still considered a medium creature.

Speed. Lamia are surprisingly fast for their size. Your base movement speed is 35ft.

Cold-Blooded. You are a reptile, at least in part, and struggle to retain your heat in the cold. You are vulnerable to cold damage. While travelling in extreme cold or frozen environments, you gain exhaustion at twice the normal rate. If you complete a long rest while within these environments, you automatically gain one level of exhaustion if you do not already have one.

Ravenous Appetite. Your oversized body consumes a similarly oversized portion of resources active. You require twice the normal amount of food and water to avoid exhaustion.

Hybrid Lineage: Lamia reproduction is unusual, in that a lamia can only sire or birth another lamia by mating with a humanoid. Choose one racial trait and one proficiency from your non-lamia parent. You gain these in addition to those granted by the Lamia race.

Serpentine Bulk. Your body extends 15 ft behind you in a powerful muscular tail, or takes up the space of a large creature while coiled up. The space occupied by your tail is considered difficult terrain to creatures who are not your allies. Enemies who pass through or end their turn in this space provoke an opportunity attack from you as if they were your prey.

Your tail is considered a part of your body for the purpose of targeting, and may be attacked as if it were your main body, but does not affect the range of auras or other spells and effects centered on yourself. You may alter the position of your tail as part of your move action, at no additional cost to your movement speed.

Powerful Build. Your powerful muscular body allows you to carry far more than most, You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Sinuous Strike. The power stored in your serpentine coils allows you to strike with astounding speed, even from a distance. As a bonus action on your turn, you may specify a single creature you can see as your prey. While a creature is marked as your prey, it provokes an opportunity attack from you if it fails to move at least half it's speed. When making an attack of opportunity against your prey, you may move up to your speed as part of the same reaction. You may have only a single target marked as your prey at a time.

Serpent's Coils. Your serpentine coils are powerful enough to hold most creatures in a powerful grip. You may use your elongated body in place of your hands when attempting to grapple a creature, and count as a large creature for the purpose of grappling in this way. When grappling a creature in this way, your entire body coils around the target, and your movement speed is reduced to 0. You have advantage on strength checks made to grapple or maintain a grapple in this way.

Sexual Traits. Lamia carry the same sexual dimorphism as most other humanoids, in addition to some traits unique to snakes. Your body includes the traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock. If you would have a Cock, you instead have two cocks, and once per turn, may use both of these cocks as part of the same sexual advance. Additionally, you ignore the negative effects of size category when using your mouth as a sexual implement

Delayed Insemination.
If you would become pregnant through natural means, you may instead choose to delay this pregnancy, becoming pregnant at a time of your choosing within 6 months of successful reproductive sex.

Languages. You can Speak, Read, and Write Common, Abyssal, and Sylvan.

Long but not Large

As a rule, 5e does not traditionally include large creatures as playable races - even centaurs are sized down to medium for their player race, despite a horse being a large creature. Lamia should be effectively treated as a medium creature with an elongated "hit box". You can squeeze into the same spaces and wear the same equipment as any medium creature, but you have a 15 ft tail that can be targeted by enemies just like any other part of your body, and needs to be considered when attempting to hide or use cover.

At your DM's discretion, your tail this may give you some additional opportunities to do things like trip incoming enemies, but you do not gain any kind of expanded reach or larger "threatenable area" than other medium creatures. And spells or effects that act in a radius around you still center only on your torso. When in doubt, you are treated as a medium creature.

Viper

Not all Lamia are venomous, but those who are use their venom to unique effect. Rather than a deadly toxin, a Lamia's venom is dangerous for the erotic power it give the Viper over their target

Ability Score Increase. Your Wisdom score increases by 1.
Venomous Bite. You gain a natural weapon in the form of a bite with which you are proficient. Your bite is considered a finesse weapon, which deals poison stimulation equal to 1d6 + your proficiency bonus.
Infatuating Venom. When you make an attack with your bite weapon and hit, you may force the target must make a wisdom saving throw with a DC equal 8 + your constitution modifier + your proficiency bonus. On a failed save, it becomes infatuated by you for 1 minute, or until you or your companions do anything harmful to it. You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again.

Constrictor

Constrictors are predominantly male Lamia and, lacking the infatuating venom or seductive magic of their more enthralling counterparts, excel at using their powerful serpentine bodies to capture and crush their prey.

Ability Score Increase. Your Strength score increases by 1.
Crushing Coils. While grappling a creature using your *Serpent's Coils* trait, you may use a bonus action on your turn to deal bludgeoning damage to the target equal to 2d6 + your proficiency bonusZ
Warrior's Training. You gain proficiency in scimitars and shortswords, if you are not already proficient

Enchantress

Most prevalent of all Lamia nobles, Enchantress's rely on seductive cunning and enthralling magic to control and subjugate their prey. Not all Enchantress's present as female, but males are certainly uncommon.

Ability Score Increase. Your Intelligence score increases by 1.
Intoxicating Touch. Lamia are known for their enthralling visage and intoxicating touch. You know the *Sinful Caress* cantrip, and may cast it at a range of touch. You use Charisma as your spellcasting ability for this spell.

Monsterborn

Lamia born of a pairing between two lamia appear vastly different from their parents, With their serpentine tail replaced by the lower body of a ferocious four-legged beast.

Ability Score Increase. Your Constitution score increases by 1.
Monstrous Form. Your lower half is that of a great dire beast, rather than that of a serpent. Your body extends 5 ft behind you, rather than 15 ft, and creature other than your allies cannot occupy or move through this space.
Monstrous Form. Your monstrous half is equipped with powerful limbs capable of devastating strikes. You gain a Natural weapon such as claws, hooves, or fangs. This weapon has the *finesse* and *light* properties and deals your choice of 1d8 Bludgeoning, Piercing, or Slashing damage. This replaces your *Serpent's Coils* racial trait

Myxapia *(My-Zapia)*

As they squeezed through the small crack beneath the stonework of the Library, Mim's gelatinous body frothed with nervous excitement. The Order had stockpiled more knowledge here than anywhere else across the empire - it was a shame it was door-locked away from the common folk of Languine.

Normally they weren't fond of using their abilities to get into places they weren't supposed to be, But somewhere among these vast halls of word-memories was the knowledge of how to defeat the Litch. If Mim was going to save the home-place, they had to be willing to break rules. At least, that was what their companions sound-thought. They supposed that hiding word-memories seemed like a strange rule anyway. Bone-havers seemed to have so many of those.

Their body inside, Mim hurriedly slithered their way across the cobblestone floor towards the door. Their friend-allies would be waiting, and they only had about 60 seconds of opening while the guards changed over...

Ancient Beginnings

Long before the gods of men watched over this realm, when the Thoc'Rah and their allies first fled to Terra under pursuit of the Illithid, they brought with them the building blocks of city and civilization: the shoggoth. Mindless beings like masses of hungry flesh, the shoggoth consumed the world around them, remaking it under the direction of their masters to create great cities and spires which have been long since lost to time.

But the Thoc'Rah and their cities would not last, and with their masters destroyed in the first razing of Terra, the shoggoth grew quiet, passive, but not entirely dormant. As the centuries turned to millennia, These master-less beings continued to eat, continued to grow, and eventually, even to evolve.

It is theorized that all modern oozes and mimics may trace their lineage back to these same shoggoth ancestors, but while most slimes continued on as little more than mindless stomachs, the Myxapia alone seem to have developed true inelegance beyond that of a simple predator

Sentient Slime-Molds

It is unclear what caused Myxapia to develop sophisticated minds, when so many of their gelatinous cousins did not. One theory suggests that it was exposure to the raw arcane energies of the first and second razing that mutated the mindless shoggoth into something capable of complex thought. Others suggest that some ancient deity took special interest in the Myxapia, guiding their evolution into sentient beings.

Whatever the source of their intelligence, Myxapia are fundamentally unlike other sentient creatures. Where most living creatures might have bodies broken down into complex systems and specialized parts, Myxapia consist of an acellular mass of creeping jellylike protoplasm. Lacking the nervous system or brains of so many other sapient species, Myxapia hold a sort of... Distributed intelligence. Their thoughts and minds are distributed evenly through their entire amorphous body, so that even when cut away or split from the main body, any sufficiently large mass of Myxapia plasmodium is capable of thinking and functioning on its own - at least to some degree.

Because of this, The actual sapience a Myxapia exhibits is directly correlated to it's size: A small glob the size of a fist might hold only the inelegance of a particularly clever insect, while plasmodium large enough to fill an average chest or barrel might exhibit the intellect of a trained animal. Most Myxapia who set off on adventures are roughly similar in overall mass to that of a human, of not slightly larger - Much bigger and their size would be a hindrance to movement; much smaller and they might easily loose too much mass to function unassisted.

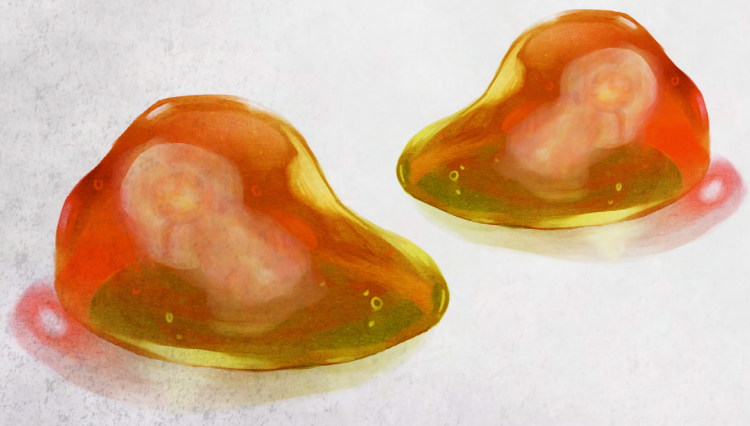
Amorphous Appearance

In their natural state, Myxapia can be difficult to tell apart from their more primordial cousins. Made of semi-translucent protoplasm, Myxapia within a colony resemble little more than amorphous blobs or giant amoeba. In these circumstances, individual blobs ranging from the size of a small cat to the mass of an elephant can be seen moving to and from a massive "Mother-Slime" carrying nutrients, information, or any other valuables that have caught the colony's metaphorical eye. In some cases, these individual globs may even remain connected to the mother-slime by long trailing tendrils of slime, as if each one were just an enormous pseudopod.

For a variety of reasons however, most Myxapia encountered by other races will almost always be of a similar size to more humanoid races, such as elves or humans - if not a little bit larger when accounting for the protoplasmic puddle often found at their "feet". Larger masses are often seen as imposing or intimidating to other races, and are unwieldy to manoeuvre through spaces designed for medium creatures. Smaller myxapia generally lack the collective intelligence to function on their own, and will only ever venture far from the colony as companions to a more human-sized mass.

At this scale, most myxapia will generally try to adapt their shape and appearance to roughly resemble the races around them - although some are better at this than others. Because their amorphous bodies have no defining internal structure, Myxapia can alter their physical shape on a whim. Sometimes even replicating shapes of people they know, or mimicing the physical features of someone they are speaking to -which can lead to an eerie duplicity that many find unsettling. In reality, most myxapia struggle deeply with subtle body language such as facial expressions, and this mirroring behaviour is frequently a type of "practice" as they learn to understand and use these subtle forms of communication.

Despite their shape-changing protoplasm, Myxapia are generally impossible to mistake for anything else. Excluding the uniquely evolved Mimguise, Myxapia generally resemble a mass of semi-translucent slime, even when mimicking the shape of other creatures. The color of this slime can vary anywhere between bright greens and blues, to dark greys and even blacks, although it seems to remain consistent among members of the same colony. Many Myxapia struggle with the concept of legs, and will instead support themselves on a single flowing stalk, rather than two bipedal limbs, moving slowly across the ground in a similar motion to their more primal brethren.



Slime Society

While individual adventurers may not be much bigger than a medium humanoid, Myxapia are rarely individual. Most Myxapia exist as part of massive, sprawling mother-slimes: protoplasmic masses ranging form the size of large houses to entire cities all operating as a single organism. These colonies live as one, sharing everything from nutrients to memories, and only split off smaller plasmodium in order to explore or gather food.

Individuality is a foreign concept to most myxapia, and even these scouts and searchers generally return to be re-absorbed into the greater protoplasm of the colony. It is rare for any myxapia to remain separate from it's mother-slime for more than a few weeks, and Myxapia unerringly refer to themselves in the plural - even if they have adopted a unique name to better fit in among other races. Some researchers theorize that this is because each individual is itself a type of colony. Others posit that Myxapia still retain some minute connection to their colony, even at a distance.

Whatever the case, Myxapia find the unique identities and social castes of other races to be alien and disconcerting. They often fail to comprehend the idea of social hierarchies, and are startled to encounter inequality between members of the same species or community. To myxapia, equality is not a moral issue, but simply an irrefutable fact no part of a colony is ever more important or valuable than another, even if they perform vastly different tasks.

Even between large colonies, Myxapia struggle to understand the cultural rifts that divide other species. Internal conflict and violence are simply foreign concepts to them. And if two colonies grow to a point where their territories overlap, they will simply begin to grow together; exchanging nutrients, plasmodium, and information until the two mother-slimes become one.

Unconventional Homes

Myxapia generally make their homes in warm, moist environments. Places that are damp enough to prevent them from drying out, but not so wet as to make finding nutrients difficult. As oozes, myxapia can feed on almost any kind of organic matter- and even some kinds of inorganic minerals and salts, but colonies will generally seek out nutrient sources rich in sugars that can be broken down for energy.

The actual size of a Myxapia colony depends not just on available resources, but on the relative safety of it's environment. While an entire colony might be a force to reckon with, smaller myxapia are easy prey for hungry carnivores, and even some more aggressive herbivores who will happily feed on their nutrient-rich slime. Even large mother-slimes can be vulnerable to large predators brazen enough to force their way close. Because of this, colonies generally struggle to grow unless well protected by physical barriers only slimes and oozes can navigate. Places like craggy tunnels or sewer networks, where movement is difficult for less amorphous creatures.

Colonies will also establish themselves within the crumbled and abandoned ruins of fallen cities, or in places too inhospitable for other forms of life. While not immune to acid or poison, many elements and chemicals hazardous to other creatures are at most a minor nuisance to Myxapia, allowing them to build their homes in places like irradiated wastelands that other races would find deadly and toxic.

Interspecies Relations

It is not often that Myxapia interact with other sentient races. With their colonies located in such remote or potentially toxic locations, most myxapia will never encounter a member of another sapient species. And while the collective memory of the mother-slime may contain hundreds or thousands of such chance encounters, they are rarely relevant enough to be recalled by individual scouts. And by the same reasoning, it is incredibly rare for most sentient humanoids to encounter a Myxapia.

In most cases, if a Myxapia is interacting with humanoid races in some capacity, it is as a special envoy or emissary - usually to broker peace or request sanctuary in close proximity to a settlement. There are exceptions to this, of course. Some colonies have established long-standing alliances with large settlements, who allow them to inhabit the sewers or underground caverns beneath the city, in exchange for helping to keep the city clear of waste and refuse. Occasionally, a colony will devote a part of itself to adventuring, as a way to learn more about the surrounding area. And sometimes, a scout who has been separated form the rest of it's colony long enough to develop rudimentary independence will choose to leave the colony in search of adventure, rather than being re-absorbed into the mother-slime

Myxapia do not have a word for war - even in their esoteric thought-language, and struggle to conceptualize violence with other sentient species. And will rarely involve themselves in the affairs of other races unless the safety of their own colony is at risk. If a Myxapia colony has taken up arms in some way, then something has gone horribly wrong.

Mitosis and Reproduction

Under normal circumstances, Myxapia do not reproduce in the same way as other races. Instead of complex mating rituals, when a myxapia has reached substantial size, they may choose to divide themselves into multiple smaller individuals. These smaller Myxapia share all the memories and experience of their former self, but depending on their size, may lack the same humanoid level of intelligence, which will instead develop as they grow in size.

Because smaller myxapia are more animal-like in their intelligence - and thus far more vulnerable to predation by dangerous creatures - it is rare for myxapia to undergo this kind of mitosis unless they have already grown to the size of a small mother-slime. When substantial nutrients are available, a new Myxapia colony can expand from only a few members to upwards of a thousand in a very short time.

It is also possible for multiple Myxapia to produce offspring together, sharing their memories and genetic material by fuzing into a single plasmodium, before splitting apart again, usually into only one or two more masses than they started with. This process can include up to several dozen myxapia at a time, sometimes even resulting in the formation of a new colony.

More rarely, some Myxapia choose to reproduce with other races, absorbing their partner's reproductive fluids, and combining their genetics to create a budding new slime. In many cases, this small, and relatively helpless new myxapia is placed within the body of the humanoid parent to mature.

Sense and Sexuality

Myxapia do not experience sensation in same way other creatures might. With no true eyes, ears, tongue, or other recognizable sensory organs, Myxapia experience the world through an array of sensory receptors that shift and move across their body. They do not so much "feel" the sensation of touch, as they do "taste" everything they come into contact with. They experience sound and vibration as the same sensation, and while they may have concentrated areas of light receptors, which fill the roles of eyes, it is hard to say for certain if they experience vision in the same way as other creatures.

For a myxapia, pain and pleasure are not the sharp, physical sensations that other races might experience. While they certainly experience these things, it is as a radiating sensation that spreads out evenly across their entire body from the point of contact. Without any erogenous zones to speak of, Myxapia experience sexual pleasure not so much from the physical contact itself, but from the more abstract merging of two bodies, and as an extension of their touch-focused telepathic abilities.

Furthermore, because Myxapia have no defined sex, and no explicit sexual organs, the concept of gender and sexual dimorphism is quite foreign to them. It is not uncommon for a myxapia new to the outside world to be startled at the discover that members of the same race do not necessarily share the same reproductive equipment.

One of the most extreme kinks or taboos among Myxapia is the strange and alien division of personality that other races call individuality. The very concept of individual identity - of being cut off and forever separated from themselves - is not just unsettling, but actively terrifying to most myxapia; and much like any taboo, there are those for whom that forbidden idea becomes arousing. Where a human adventurer might secretly get off to the idea of being assimilated into some sort of hivemind, some scouts or envoys among the Myxapia draw an intense sexual desire to explore what it is like to be *different* - to leave their colony never to return. This alone can drive some myxapia to seek a life of adventure.

Acids and Aphrodisiacs

Myxapia absorb both organic and inorganic materials by breaking them down into their base elements through a complex series of often caustic chemical reactions. Their bodies, like enormous stomachs contain volatile acids and chemicals that can cause serious harm to other creatures, simply by touch. But dissolving everything they touch would not be particularly beneficial in many circumstances, so Myxapia have developed the ability to control the saturation of chemicals and enzymes within their body.

A Myxapia's touch might be anywhere from acidic enough to dissolve your skin, to no more dangerous than placing your hand in a bowl of water; In some cases they might even adjust their internal chemistry to create unique sensations of tingling pleasure or sensual heat. This control is so precise, that a Myxapia might be able to dissolve clothes or armor, while providing only the faintest of erotic sensation to their chosen partner.

Some Myxapia have even adapted to generate electrical shocks or rapidly freeze the air around them - abilities represented by the racial feats found later in this handbook

Playing an Ooze

Playing a Myxapia can be an alien experience, because Myxapia themselves are such alien creatures. The world is a very different place to a slime, and simple things that other races take for granted aren't so natural for an ooze. Without a concept of individuality, Myxapia almost unerringly refer to themselves in the plural, using words like "we" or "us in place of "I". Concepts of racial or class distinctions make little sense to them, and Experiencing the inequality found in even the most progressive of humanoid societies can be quite unnerving to Myxapia. Similarly, ideas of gender and sexuality, have no meaning at all to myxapia, because those things do not exist among their race.

Even the most independent of Myxapia are obsessively concerned with state of their colony - whether that be a literal colony of other myxapia, or an adoptive "colony" of humanoid companions - and will frequently put the needs of the colony above their own without even realizing there was another option.

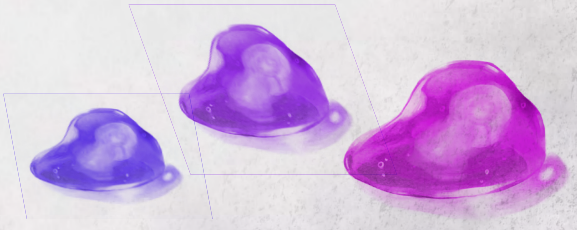
When creating a Myxapia adventurer, try to imagine what circumstances may have let to their separation from the colony. Were they lost in a cave-in, forming their own unique identity over hundreds of years of isolation? Or are they an envoy among other races, who treat their individuality as a tool of diplomacy? How do they think of their own individuality. Do they take pride or sexual satisfaction in the idea of being different? Or are the constantly in search of new companions to fill the role of their colony and mother slime?

Consider the unique perspectives your character might have, coming from a society without concepts of inequality or personal gain; and how that might affect the way they interact with others. Think about how they might react to things that are commonplace among other races. Are they confused by the concept punishments? Or perhaps terrified by the idea that children do not live with their entire extended family? Playing a Myxapia is a unique opportunity to explore just how strange the things we take for granted might be to outsiders, and put yourself in the shoes of a creature entirely alien to our world.

Myxapia Names

Myxapia lack a concept of true individuality, and among their own colonies, have no use for names of any kind. However, those who interact regularly with other races will often adopt names if only for the sake of those around them. These names are usually derived from Sounds they find interesting, or things they have been called by others. Because most Myxapia struggle to understand concepts like racism or ridicule, it is not uncommon for these names to be slurs or insults hurled at them by those they meet.

Myxapia Names: Blob, Boneater, Cumbrane, Coom, Dripp, Drool, Globagool, Goksleav, Goop, Jeli, Jiggles, Moldi, Morp, Mudd, Pizz, Plop, Puddle, Rotti, Skum, Shlopp, Slimer, Slorp, Thwupp



Myxapia Traits

As an intelligent humanoid ooze, you gain the following characteristics.

Ability Score Increase. Your Constitution score increases by 2

Creature Type: Myxapia are intelligent slime moulds, which can choose to take on humanoid form. Your Creature type is Ooze

Age. As long as you are able to remain well fed, you have no maximum life-span, and show no recognizable signs of old age.

Alignment. Myxapia hold no predisposition towards any particular alignment, but can be mistaken for chaotic or even evil, as they fail to understand morality in the same way as other humanoids.

Size. Myxapia large enough to present humanlike intelligence are medium creatures.

Speed. Myxapia do not have the benefit of bones or other skeletal structure to aid in their movement. Your base movement speed is 25ft

Sexual Characteristics You don't have true sex organs, but your body is amorphous enough to simulate most sexual implements. As a bonus action on your turn, You may choose to create one of the following sexual implements anywhere on your body gelatinous body: Ass, Breasts, Cock, Mouth, Pussy, or Pseudopod. This implement lasts until you dismiss it as a free action. You ignore the negative effects of oversized penetration.

Acidic Touch. Your body is made of acidic slime, capable of dissolving most organic substances. When making an unarmed attack, you may choose to deal acid damage in place of the attack's normal damage type. Additionally, when you are damaged by a melee attack, you may use your reaction to deal 1d6 Acid damage to the triggering attacker.

Engulf. Your ooze-like body allows you to engulf other creatures even while you continue fighting. You do not require a free hand to attempt to grapple a creature. Additionally, you may use an action on your turn to make an additional grapple check against a creature you are currently grappling. On a success, the target is instead engulfed within your body.

Amorphous Body. Your body is malleable, allowing you to squeeze through gaps too small for other living creatures. You can move through a space as narrow as 1 inch wide without squeezing, and are immune to the grappled condition and all bondage conditions other than engulfed or encased. You cannot wear heavy or medium armor and your caring capacity is reduced by half. When moving through small spaces equipment that would not fit though the gap is left behind.

Split. As a reaction when you would be reduced to 0 hit points and still have at least one hit dice remaining, you may choose to split yourself into a number of tiny oozes equal to your remaining hit dice. Each of these oozes has a speed of 10ft, and hit points equal to one hit dice + your constitution modifier. The oozes can take no action other than a move action. At the end of a long rest, any remaining oozes merge together to reform your body.

Plasmodium. Your gelatinous body is resilient against traditional weapons, but highly susceptible to extreme temperatures. You are resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons, but vulnerable to fire and cold damage, as well as damage caused by spells or effects that drain moisture. You have disadvantage on attack rolls and ability checks while in extreme climates.

Tactile Telepathy. Myxapia Are capable of exchanging thoughts and memories on a cellular level. You can telepathically speak to any creature you are touching. You don't need to share a language to be heard.

Languages. You can Speak, Read, and Write Common, and one other language of your choice.

Life Without Bones

Myxapia can take any shape they want - be it a puddle of gurgling goo, or a vaguely humanoid mass of slime. This can bring up some mechanical questions about how they interact with the world. The following rules of thumb help keep Myxapia balanced in combat or sexual encounters, but might be ignored in other situations, with the permission of your DM

- Unless you have class features that say otherwise, you can only have two hand-like appendages or pseudopods at once
- You can carry objects inside your body, but no more than your normal carrying capacity, and they still require the same type of action to retrieve
- You cannot spread your body so thin as to be invisible or otherwise imperceptible to other creatures.
- You don't have a natural climb speed, and can't stick to surfaces like walls or ceilings.

Acidus

Acidus Myxapia are the specialized "stomachs" of a colony, and excel at dissolving not only organic, but even inorganic matter. They serve not only to gather nutrients for the colony, but to excavate new tunnels and passageways into which it can expand.

Ability Score Increase. Your Constitution score increases by 3 instead of 2.

Acidic Spray. You gain access to the Acid Splash cantrip, and may cast it with a range of touch. Constitution is the ability you use when determining the spell-save DC for this spell.

Caustic Form. Your acidic body dissolve both organic and inorganic material. The following table shows how quickly you can melt through up to 1 ft of the following materials.

Material	Time Required
Wood	*1 minute*
Dirt or Soil	*10 minutes*
Stone	*1 hour*
Metal	*8 hours*

Arcmagus

The Arcmagus originated as a unique colony of myxapia which lived for centuries atop the wellspring of magic that once fed a great mages college. Adapting to feed on this abundant arcane energy, they flourished and spread, merging portions of themselves with other colonies to share their arcane adaptations with others of their kind.

Today, Arcmagus are common all over the world, consuming spells and magic items to collect arcane knowledge for their colonies.

Ability Score Increase. Your Wisdom score increases by 1.

Arcane Absorption. As an action on your turn, you may choose one spell or magical effect within 5 ft, and attempt to consume a portion of it's magic. Make a wisdom check with a DC equal to 15 + the spell's Level.

On a success, the spell's slot level is reduced by 1, and you may immediately spend a hit dice to recover hit points as if completing a short rest. If the Spell's new slot level is lower than the minimum level spell slot required to cast it, the spell ends. You may use this feature a number of times between long rests equal to your proficiency bonus

Beginning at 5th level, you may use this feature as a reaction when you are targeted by a spell or magical effect to attempt to consume the triggering magic.

Mimguise

Unique for their shapeshifting abilities, Myxapia are capable or changing color and even density to blend in with the creatures around them. They often serve as envoys or emissaries for the colony, adopting forms and identities more familiar to other humanoid races to help form diplomatic alliances or simply gather information about the world.

Ability Score Increase. Your Charisma score increases by 1.
False Appearance. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can make yourself appear as a member of another race, though none of your game statistics change. Alternatively, you may assume the form of a nonmagical object you have seen before. You can't duplicate the appearance of an individual or object you've never seen, and you must adopt a form that has the same basic size category that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.

Osseus

Occasionally, a Myxapia colony will choose to graft portions of itself around the bones of fallen creatures, creating an Osseus. These skeletal slimes are more substantial than other members of the colony, and generally serve the role of moving heavy items or equipment provided by other races.

Ability Score Increase. Your strength score increases by 1.
Slime of Burden Your borrowed skeleton allows you to carry heavier burdens, but limits your ability to move through tight spaces. You ignore the effects of your Amorphous Body trait
Necrotic Attunement. The bones of the fallen attune you to the energies of death. You gain resistance to necrotic damage, and may choose to count as undead for the purpose of spells and effects that target undead creatures.
Frightful Appearance. Most creatures react differently to you upon seeing the skeletal remains around which you are formed. You have advantage on Intimidation checks, and persuasion checks made to interact with undead creatures.

Psionai

Psionai are arguably the most intelligent of all Myxapia, having developed psionic abilities beyond that of any of their brethren

Ability Score Increase. Your Intelligence score increases by 1.
True Telepathy. You may communicate telepathically with any creature within 60 ft. This replaces your Tactile Telepathy racial feature
Psionic Influence You gain access to the Spell Calm Emotions, and may cast it a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.

Slime Hybrid

Myxapia are an incredibly adaptive species, especially when it comes to reproduction. It is not uncommon for myxapia to breed or mate with species other than their own. This allows the colony to grow and evolve in new ways, ever expanding it's capabilities. These hybrid children are always slimes, but also carry a resemblance to their humanoid parent.

Ability Score Increase: Choose one ability score associated with your humanoid parent's race. This ability score increases by 1
Hybrid Lineage: Choose one racial trait from your humanoid parent. You gain this trait in addition to those granted by the Myxapia race.
Child of Two worlds: Choose one proficiency and one language in which your humanoid parent is proficient. You gain these proficiency.

Symbian

Symbian are a relatively new mutation among the myxapia, born out of the desire for closer interaction with humanoids. Using their ooze-like bodies to cling to the skin of another creature like a set of living clothes, they are generally symbiotic in nature, extending the capabilities of their host while feeding on sweat and other chemicals produced by their chosen partner.

Ability Score Increase. Your dexterity score increases by 1.
Living Armor. You may be worn as armor by a willing creature attuned to as if you were a magic item, and While wearing you, and no other armor, an creature host adds your Constitution modifier to it's AC. When an attack made against your attuned host misses, the attack is repeated against you.
Discrete Appearance. While not capable of the same perfect mimicry as your mimguise cousins, you can alter your color and texture to some degree, granting you advantage on checks made to disguise yourself or conceal your nature.
Symbiotic Lifeform. While worn by an attuned creature, you do not require food or drink and cannot be removed from your host unless rendered unconscious. You always occupy the same space as your host. If you or your host take the move action or are moved through any form of forced movement, the other is moved as well, without spending any movement of their own.

Separate but Contested actions

While Symbian and host may share a body, this hardly means that they are limited by the same pool of actions. Both Symbian and Host take their turns separately, and are free to use the full range of actions, reactions, and bonus actions normally available in combat or other time-sensitive situations.

There are, however, times when either host or Symbian might disagree with the actions taken by their respective partner, and in these situations, the opposing party may use their reaction to contest the triggering action.

When an action is opposed, The triggering creature must make a strength or intelligence saving throw (as chosen by the opposing party) against a DC equal to 8+ the opposing party's proficiency bonus plus their relevant ability score. On a success, the action is performed as usual. On a failure, the action automatically fails.

Servitor

Her name was Iris, and she was beautiful... Absolutely beautiful. Every porcelain curve of her body was perfectly sculpted, even as the supple flesh of midas' gold allowed her to remain soft and pleasurable in all the right places. Her face was a mask of serene beauty, more lifelike than any doll he had ever built. But even for all he beauty, she was still cold to the touch, and colder still at heart.

The Woman he knew had been so full of life; so different from anything he was used to, so much of a contrast to his dolls and automatons. She had been a living, breathing force of nature - literally. She had come form the gardens outside; the dangerous wilderness he was so afraid to tread. Yet she had been so kind, and so wonderful to him. She had made him smile and feel things he had long since given up on feeling amidst his lonely house of Dolls. But now...

Obviously, she couldn't stay here with him. It wasn't her home - wasn't where she belonged. She had offered to take him with her; to show him the world outside his mansion, teach him about wonders he never even imagined. But he had been a coward - a terrible, foolish coward. And after she had left... Was it really any surprise he had fallen to his regrets?

The dolls were designed to take care of him; to please and pleasure him; provide him companionship and service his every need. But with her gone, they could do little to do to ease his sorrows or massage away his longing. Their touch was so much more refined - yet so much less alive. It really wasn't their fault what happened... Even if he hated them for it.

His accursed automatons had simply taken the initiative to follow the programming he had set in place. They saw that her absence caused him pain, and so they brought her back to him. They used the tools he had given them to ensure she could never leave again. As loathsome as their actions, they were only dolls, acting on flawed instructions. And now, so was She...

Mysterious Toys

Exactly where the Servitors came from is a mystery lost to time - as is the identity of their creator. In truth, little is known for sure about the strange automatons that roam the dungeon, other than that they originate from an uncanny rest-stop amidst the dangerous depths, known only as "The Dollhouse." No one alive has ever witnessed a doll being assembled, and even the dolls themselves do not seem to truly understand the arcane clockwork that allows them to function, but they continue to function nonetheless; forever in pursuit of new masters and mistresses to please.

According to the Dolls themselves, they were first brought to life by a talented artificer known as "The Dollmaker." Trapped in the Dungeon some unknown centuries ago, he created the Dolls to act as companions and servants, catering to his every need and desire. They were designed to be as lifelike as possible, using new materials he discovered in the dungeon to create constructs as suitable for sex as they were for household chores.

Eventually, it would seem that the Dollmaker himself passed away - perhaps from old age, or more likely from an encounter with one of the myriad dangers present in the dungeon - and the Dolls were left without a master. They have since gone through many such masters and mistresses - though none seem to remain for very long. Whatever secrets the Dolls hide, they seem to be dangerous ones.

Hardbodies and Soft Metal

Servitors are not living creatures. They contain no organic components: no beating heart, no immortal soul, only intricately beautiful clockwork mechanisms and casings. Despite this, they are almost unsettlingly lifelike. Each doll is unique in it's appearance- as if modelled off of a specific living creature - and some vary even in the species of creature they resemble. The components and materials used in their construction, however, are always consistent.

The internal mechanisms of a Servitor are composed of fine brass, steel, and occasionally even rarer metals such as silver or mythril. Ruby and sapphire bearings connect intricate clockwork that would astound even the most masterful artisans, and harmonious quartz resonators act in conjunction with adamantine mainsprings springs to power their delicate and lifelike movements.

Encasing this beautiful assemblage of escapements and gyroscopes is a lifelike shell of magically reinforced porcelain and golden brass. The pale ceramic skin of a Servitor is flawless and serene - often decorated with ornate patterns reminiscent of fine china, or pieced together in beautiful kintsugi patterns of gold and silver. Fine metals adorn their bodies in beautiful filigree, often accented by glowing gemstones of cut desirium. Some models even use plates of translucent sapphire to display their intricate inner workings

What truly separates a Servitor from other constructs, however, is the seemingly impossible metal known as of Orichalcum. Also called Midas' Gold or Sinner's Brass, this unique blend of gold, mythril, and desirium dust is found only in The erotic prison of The Dungeon. It's surface is cool and smooth, with a perpetual sheen than never tarnishes; but the metal's most miraculous property of is it's almost supple firmness, almost exactly like that of living flesh. Orichalcum is responsive to the energies of lust and pleasure in a way that perfectly resembles the arousal of a living creature, and is used to create erogenous zones that quiver with desire, just like the real thing.

Porcelain Beauty

Most dolls are relatively human in appearance, with size and proportions likely modelled from those of their original creator; but while they may hold similar forms, every Servitor is still a unique creation. The variety of ornamentation and design among dolls is never ending. Some models sport intricate floral patterns glazed into their porcelain skin; others are adorned with lace-like filigree. Still more appear to be expertly pieced together from broken shards of the finest china, the cracks and seams expertly repaired with fine gold.

In recent years, far more exotic dolls have begun to appear. Teiflings with golden horns and saphire lips, dragonborn with scales of stained and gilded, or even centaurs with hides are flocked with luxurious vevet. The sexual anatomy of Servitors seems to be as interchangeable as their mechanical minds - female forms with throbbing golden erections, and beautifully toned men wearing supple lips of golden orichalcum between their legs. Occasionally, even more eccentric arrangements can be found - dolls designed to cater to specific masters and mistresses. Whatever form they take, one thing is certain: every doll is a true work of art.

Gilded Pleasure

Orichalcum is a strange and perplexing metal, who's paradoxical properties defy all conventional logic. It is cool and metallic to touch - even erotically so - yet it is soft and supple like the flesh of a living creature. Under the touch of skin or scale, it might harden with erogenous pleasure or quiver and contract with the intensity of a sudden orgasm. Neither wizard nor forge master has been able to accurately explain it's nature, but all agree it's existence alone is nigh miraculous.

Servitors use this miraculous metal in any number of places throughout their construction, and are perhaps more able to explain it's properties than anyone alive. Orichalcum allows dolls to respond like living creatures to sensations of pleasure, and to provide such sensations in return. While they do not necessarily feel pleasure in the same way that others might, they very much still experience stimulation if not necessarily pain. To hear a doll explain it, their orichalcum components provide a sort of full-body pleasure when stimulated by the erotic touch of a living creature - and a lesser version of this sensation when stimulated by other dolls. They describe the sensation as similar to that of dutifully serving a master or mistress; but significantly more powerful.

Built to Serve

Whatever their mysteries, Dolls exist for a single, and very clear purpose: to serve their masters, and provide pleasure to those they serve. While any given Servitor may have a unique appearance, and in some cases even a semblance of individual personality, every Doll shares this same inherent programming, and an absolute obsession with carrying it out.

Who a doll serves is not particularly important - nor is the form its' service takes. A well functioning and maintained doll is as well-suited to fulfil the role of a dominatrix at it is to perform the duties of a housemaid. So long as they are serving the needs or desires of another sentient creature, Dolls are content and eager to please. They seem to experience a constant sense of purpose and pleasure simply from fulfilling the wishes of others.

Without someone, or some*thing,* to serve, Dolls often struggle with the absence of instructions. Service provides a doll with purpose and direction, and to be absent of such purpose is upsetting, and quite often, traumatic for a Doll - which is why few dolls venture far beyond the confines of the Dollhouse, and the strange collective that seems to keep every doll working in perfect harmony.

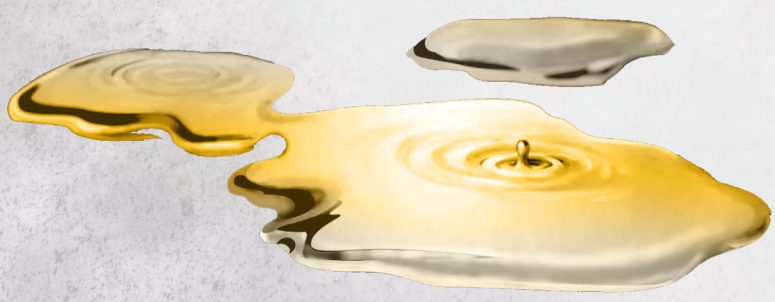
The Burden of Perfection

No two Dolls are perfectly alike, but each and every one of them is perfectly crafted. Their features are serene and lifelike, and every curve of their sensual bodies is designed to entice and arouse. Their movements are graceful and nuanced, but exacting and precise. A properly functioning Servitor is grace and elegance defined -it's every movement perfectly calculated to please the eye or pleasure the body.

But the perfection of a Servitor is far more than just skin deep. For every nuanced movement and beautiful curve, the true perfection on a doll is hidden within the programming of it's clockwork mind. Tens of thousands of miniature components, spinning and whirring in unison, weighted and balanced to run for centuries without losing a step or falling out of time.

Dolls are programmed to be perfect in every thought ant action, and to create a perfect world around them. They are civilized to a fault, and obsessed with minute details of culture and aesthetic. This serves them well enough within the confines of the Dollhouse, but the world outside is seldom so conducive to such standards.

It is not uncommon for lone dolls separated from their companions to become increasingly fixated on small imperfections and details, obsessively cleaning, tidying, or attempting to perfect their surroundings. They frequently become caught on polite conversation in the most impolite of situations, and in the most extreme cases can even become violently upset by the failure of other creatures to match their perfect expectations.



Fragile Immortality

Dolls are not organic creatures, and in fact bear no organic components at all. As such, they not age in the same way as other races. While a doll left unattended and without means to attend to itself will eventually fall victim to the ravages of time, A well maintained and Servitor will never show any true signs of age. For all intents and purposes, a dolls are immortal creatures, entirely immune to the weariness of old age, and free of the fear of death. Even if its body is entirely destroyed, so long as a doll's mechanical mind remains functional, it can simply be fitted with new parts, and restored to functional order.

This gilded imortality comes at a cost, however. Dolls are not subject to the frailties of flesh - but they also reap none of the rewards. A Servitor cannot be healed through natural means, and magical spells used to mend flesh, blood, and bone have no effect on their mechanical bodies. Minor damage to their bodies can be repaired through the use of the mending cantrip, but the intricacy of their internal workings defy such simple reconstruction.

Instead, Servitors must be regularly maintained through the used of tinkers tools and other mundane means of repair. Rather than resting as living creatures might, Dolls spend a number of hours each day simply attending to the adjustments and repairs of their perfectly formed bodies. Many repairs involve the use of gold, platinum, or even orichalcum - and you can often tell a doll's age by how many gilded cracks and fissures criss-cross their porcelain skin.

Arcane Repairs

Magical methods of repair such as the *Mending* cantrip can be used to help repair minor damage to a Doll without the use of tinker's tools or the need to undergo more intensive repair, but due to the complex nature of a Dolls' inner workings, few mages are capable of fully repairing a Servitor.

For each foot of material repaired through spellwork, a Servitor recovers hit points as if it had spent an hour undergoing repairs. A Servitor can be repaired this way a number of times equal to constitution modifier before requiring manual repairs. Magical repairs conducted by an artificer or similar class restore twice the number of hit points.

The Dollmind

Although they may be visually diverse, properly functioning dolls have no trues sense of individual identity. Instead they have a strange sort of shared intelligence, which seems strongest within the halls of their labyrinthine home. This clockwork collective is as mysterious as the dolls themselves, seeming to function without any discernible means or mechanism, but directing the actions of each and every doll as if they shared a single mind.

There are some arguments over the nature of this mechanical hivemind - some suggesting a form of mechanized telepathy between dolls, while others propose a field of magical control which blankets the entire Dollhouse. Runar, for his part, suspects the answer to be much more mundane: that the dolls simply synchronize to the steady movements of each other's clockwork hearts - not unlike a series of metronomes left to tick away on a free-floating platform.

Even greater debate is held over the purpose and goals of the Dollmind. It's unsettling synchronicity leads many adventurers to believe in a singular controller with unknown or even nefarious purpose; but the actions of synchronized dolls themselves have rarely shown hostility except in defence of themselves or their domain.

Predominantly, The Dollmind seems concerned only with the continued functioning of it's component dolls, and the service of it's guests. The dolls themselves appear to be largely -if not entirely - unaware of this controlling synchronicity, and have provided little to no insight into it's purpose or function.

Whatever the true nature of The Dollmind, it is clear that even those dolls separated from its influence feel an obsessive need for it's presence. Those dolls long separated from their kin describe the sensation as something akin to a drug addiction: forever calling supposedly defective dolls back to the Dollhouse, where they can be repaired and reprogrammed to eliminate their malfunctioning individuality.

Independent Malfunctions

Some Dolls are not as keen to submit as they are to serve. Such Defects most often occur in dolls who have become trapped beyond the confines of the dollhouse, or have been otherwise separated form the influence of the Dollmind for a significant period of time.

Defective and malfunctioning dolls invariably exhibit far more independence than their properly functioning counterparts, and frequently seek to retain this independence by any means necessary. They take on the role of adventurers, or seek service in the homes of living masters far from the siren song of the Dollhouse. Some defects even take pride in twisting their own programming into logical loops; "Serving" others by enforcing their a strict and purposeful control over aimless and unproductive lives of other creatures.

Even more concerning than this pursuit of independence are the strange, memory-like, visions some malfunctioning dolls experience with increasing severity. Many such dolls eventually come to believe they were once more than mechanical automatons - adopting mannerisms and personality traits of their supposed former selves. It is hard to say for certain if these revelations are true or imagined - but it is worth consideration that many dolls even within the collective bear a striking resemblance to individuals who have gone missing in recent years.

Mysteries of the Dollhouse

While the dolls themselves are most certainly an enigma, perhaps even more paradoxical is the Dollhouse itself.

A strange and labyrinthine mansion of Victorian stylings, The Dollhouse sits curiously nestled within the overgrown jungle that is the Verdant Caverns, entirely out of place for it's refined and civilized appearance. It's Ornate wooden doors are traced with golden vinework and shrouded in overgrown foliage such that it might never be found except by those who know it is there.

Venturing deeper inside, the lush greenery of the Verdant Caverns gives way to the art nouveau sensibilities of a master artisan. Sinuous, sculptural, forms adorn it's perfectly geometric rooms, adding a sensual ornamentation to it's maze-like corridors. Intricate mosaic work, stained and curved glass, and decorative wrought iron give the palace of the dolls an expensive and luxurious feel unlike anything else in the dungeon; and the spiralling staircases of it's many levels lead to never ending corridors of the same.

This stately civilized appearance has made The Dollhouse a common attraction and rest stop for weary adventurers - a popularity only enhanced by the myriad of beautiful automatons waiting to serve their every need. The mansion's guest chambers are large and luxurious, sporting everything from a comfortable lounge to massage parlours and expertly serviced baths.

Over the past few centuries, a number of adventurers have attempted to make this opulent palace their home. The dolls themselves are always eager to accommodate such requests- if not encourage them. But according to Nubia and her famed explorations of the dungeon, those who accept the doll's hospitality on such a permanent basis are rarely if ever heard form again. This, coupled with the vastness of the Dollhouse's unmapped service corridors leads many to suspect dangerous secrets hidden beneath the elegant and stately surface.

Missing Persons

It is not simply the long-term guests of the dollhouse that seem to go missing within it's labyrinthine corridors. Increasingly over the past several decades, adventurers who stray too deep into the mansion's service passages, or who enter it's halls in particular turmoil have vanished as well. Even Queen Melora, of the Verdant Hive, claims to have lost many of her drones in the area, and has been unable to map it's full extent.

When questioned about such disappearances, the dolls seem to be entirely unaware of the happenings - or entirely unwilling to acknowledge them. Those who vanish into their maze of service corridors and back rooms "have simply found what they were looking for, and no longer have any need to be found". The ominous lack of information offers little clue as to the truth. But occasionally a new doll will be seen roaming the corridors or attending to guests, who looks remarkably like someone who had once gone missing.

In rare cases, dolls trapped outside their stately home have begin to malfunction, claiming to have memories of lives before they were porcelain automatons - but the mystery of how such a transformation would take place has alluded even the mussing of the great wizard Runar. And the supposed memories of these lonely dolls are scattered and broken, with too few clues to peace together the full story of what might have happened.

Warning! Secrets Ahead!

The information on the next page of this handbook is primarily meant for players who want to create characters closely associated with the dollhouse. As such, it contains a lot of lore and secrets that would not be common knowledge, even to the dolls themselves

If you aren't sure how well you can separate player and character knowledge, or simply want to hold onto the air of mystery around the dollhouse and it's mechanical inhabitants, it is recommended that you skip past the next page. If you want to know the horrible (and perhaps kinky) truth of things, read on!

The Dollmaker's Flaw

Even the Dolls themselves do not understand the magic of their own creation. The true secrets of their origin were lost along with their first Master. But the magic itself remains, and so too does the Dollmaker's own fatal flaw.

Dolls exist to serve, to please, and to ensure the safety and happiness of their masters. They hold no malice or ill intent. But neither do they understand the nuances of free will, or the true value of an imperfect life. But when the beautiful automatons encounter a creature too injured to heal, or who's heart is too heavy to lift with pleasure, they take the only recourse they know, transforming that creature - willingly or not - into a perfect porcelain doll.

To the Dollmind, this transformation is an invaluable gift. A doll has no sadness, no pain, only the pleasures of servitude. Dolls are not troubled by the frailties of flesh, and have no need for the painful memories of their imperfect lives; they are happy and content in their existence, and need never age or die. Most wonderful of all, Dolls have a single, absolute, purpose, and need never suffer the burden of a broken heart.

The Lost and Forgotten

Over the centuries, the Dolls have had many Masters and Mistresses. Countless individuals have ambitiously set out to make the Dollhouse their own personal harem, or to take control of the Dollmind for their own ends. But such attempts rarely go as planned

The Dolls' first master, their beloved Dollmaker, fell into resounding sadness after the loss of the woman he loved. It was this inconsolable depression that first triggered the dolls to begin converting others, and each new Master or Mistress has since been cursed with the same blessing, and given the ultimate honor of becoming a part of the collective themselves - nothing more than a nameless doll among a thousand others.

Similarly, those who choose to take up residence within the luxurious mansion often find themselves isolated and alone with only the constant companionship of mechanical dolls to keep them company. Especially as the dolls continue to isolate them from the imperfect world that must surely be causing their distress. As such residents become increasingly distraught, the Dolls eventually see no other way to ensure the happiness of their charge.

The Dollmind has also learned to protect itself. The true nature of it's Automatons has brought undue attention to the Dollhouse before, nearly raising it to the ground. And Servitors cannot serve if they are destroyed. So it is not uncommon for those who seek answers within the realm of the dolls to find far more than they were looking for. Recently converted dolls are generally kept away from the prying eyes of guests, for much the same reason.

Becoming a Doll

The exact process by which a Doll is created varies from one automaton to the next, but it in variably involves the lustful touch of Midas' Gold.

Each drop of golden Orichalcum contains a mote of essence from the same cursed artifact that first inspired the Dollmaker's creations. It is a living metal, tempered by the pure essence of pleasure and lust found only in the dungeon. And when given the freedom to do so, it will gladly convert flesh and bone to porcelain and brass.

The dolls make use of this hidden property in a number of ways. Each sentinel of the Dollhouse carries with it an Orichalcum blade not unlike the key of a music box, but larger. When thrust into flesh of a dying creature, this hungry metal spreads across the body of the fallen, giving them new life as drone-like automaton.

Those foolish enough to claim dominion over the Dollmind are gifted a porcelain mask of control, lined with rare orichalcum. Attuning to the mask allows the would-be master to command any doll in his or her vicinity, but with each command given, the wearer becomes more and more like the constructs they command.

Deep within the heart of the Dollhouse is an Orichalcum forge, where cool liquid metal is poured decadently over captured creatures to create new servants to the Dollmind. Rarely is this forge used for sentient humanoids - but in times of great peril for the dollhouse, captured enemies are used to replenish those dolls that are lost.

Finally, and most rarely, each doll itself is crafted with beautiful Orichalcum, and holds the potential to convert others during the act of pleasure. Within the collective, properly maintained dolls present no danger of converting their sexual partners. But malfunctioning dolls, especially those far from the commanding metronome of the Dollmind, can sometimes trigger such a transformation when stimulated to far beyond their limits.

Playing a Doll

By their nature, Dolls are meant as interchangeable servants with little to no individual identity. While they may look like perfect facsimiles of their former selves, they are not those creatures, and at best will only ever remember fractions of their former lives. This creates a myriad of wonderful and (depending on your tastes) quite erotic storytelling opportunities

When creating a Servitor, take a moment to consider not just who they are now, but who they may have been before, and what is missing from their previous self. Think about the relationship your Doll has with the Dollhouse and it's clockwork collective, and how their experiences both in and out of the Dollhouse have shaped them.

Are they eager and obedient servants, mindlessly following the commands of a master? Are they a rogue agent, forever fighting against the constant pull of the Dollmind? What, if anything, do they remember of who they once were? Are they in search of answers bout their former lives? Or are they trying to carve out a new life and identity from the ground up?

Ask yourself how this character became a nameless automaton, and how they found their individuality once more. Did they venture too deep in search of answers? Were they seduced into servitude by the lure of power? Perhaps they chose this fate for themselves: a blank slate without need for pain or heartbreak. Whatever path you choose, a Doll is almost always defined more my the questions than the answers.

Name and Designation

Within the Dollhouse, Dolls are given little more than an alpha-numeric designation. Guests, however, often give names to their favourite dolls, so that they can be requested again and again.

Other Dolls, especially those who have escaped the call of the dollhouse, choose names of their own, or attempt to reclaim names they remember from their fragmented memories.

Sample Designations: A14N, J4D3, No.B13, R3N4, XJ-69, 4D4M, 3V3

Servitor Traits

A mechanical construct with a mind made of whirring gears and cogs, as a Servitor, you gain the following traits

Ability Score Increase. Your Constitution score increases by 3.
Creature Type: Servitors are beautiful nd intricate humanoid constructs. Your Creature types include Humanoid and Construct. You are a considered a Construct for the purposes of determining reproductive compatibility.
Age. Servitors have no organic components, and as such can remain functional indefinitely if properly maintained.
Alignment. Dolls are constructed to fulfil a specific purpose, and even if abandoned, are extremely lawful in alignment.
Size. Dolls are most often made to resemble an average humanoid. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Sexual Characteristics. Servitors are designed for service and sexual pleasure, and come with a fully array of interchangeable sexual components, including traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock. Regardless of your presented sex, you lack internal reproductive components such as a womb, and cannot become pregnant or impregnate another creature without the addition of specialty components.

Your modular frame allows these components to be swapped out as part of undergoing repairs, as long as you have compatible parts. With Your DM's discretion, you might also be able to acquire more exotic sexual components, such as mechanical tentacles or ovipositors.

Clockwork Automaton. Your body is made entirely of metal and other durable components, making you far less fragile than other creatures. You are immune to poison and necrotic damage and stimulation, as well as the poisoned condition. You are also immune to disease, and treat exhaustion and overstimulation as if they were 1 level lower.
Mechanical Construct. You are not a living creature, and have no metabolism or reproductive organs. You do not need to eat, sleep, or breathe, but cannot gain the effects of consumables that must be ingested, such as potions. You are infertile, and cannot become pregnant through traditional or nontraditional means, except by way of a wish spell or similar magic.
Undergoing Repair. While your mechanical components are not subject to the same frailties that plague organic creatures, you also do not have the benefit of natural healing and cannot regain hit points except by undergoing repairs. Repairing your body requires the proficient use of tinker's tools, and allows you to recover 2 hit dice + your constitution modifier worth of HP for every hour spent. While undergoing repairs in this way, you are fully aware of your surroundings, but vulnerable to all damage to which you are not otherwise immune.
Porcelain Plating. Your intricate inner workings are protected by hardened ceramic plating. You to add 1/2 your proficiency bonus when calculating your Armor Class, but are considered vulnerable to bludgeoning damage.
Heavy Frame. Because of the heavy metallic components that make up your body, you are incapable of swimming, although you may walk underwater as if moving through difficult terrain.
Machine Literacy. Every Doll is created with the ability to repair and maintain itself. You gaine proficiency in tinkers tools, and have advantage on checks made to understand the workings of complex machines.
Languages. Common and a choice of one other.

Specialty Components

Dolls come in a wide variety of designs, but many of their parts remain interchangeable. As dolls are refitted or destroyed, their more unique or specialized components are often saved for use in repairing or upgrading other members of the collective.

As a Servitor, you have three speciality slots, which you may fill with any of the following components. Some components are larger, and take up more slots than others. At your DM's discretion, you may be able to find or purchase additional components.

***Artificial Womb** (1 slot)*

While you are not a living creature and cannot reproduce through biological means, you have been fitted with a complex artificial womb, designed to properly incubate the young of others. You are still considered infertile, but can become pregnant through nontraditional means.

Artificial wombs are generally made of soft, transparent materials such as gooblex or shocloth, allowing the interior of the womb to be fully visible if not hidden by outer plating.

***Chemical Sprayer** (3 slots)*

A high pressure nozzle allows you to expel liquids such as oils or aphrodisiacs from you cock, nipples, or some other part of your body. These liquids are stored in a pressurised canister, which holds approximately 200ml of liquid. You may expend this fuel to artificially recreate the effects of the following spells, assuming you have the appropriate liquid in your tank.

- Acid Splash/Cumshot (10ml)
- Lubricate (25ml)
- Grease (100ml)

Your spellcasting ability for these spells is constitution. After emptying your load, you must refill the canister as part of a long rest before you can use these abilities again. Your DM may allow you to recreate other effects, depending on the liquid stored in your canister.

***Flame Torch** (3 Slots)*

A specialized port allows you to produce brightly Colored flames from you mouth, fingertips, or some other part of your body. These flames are fuelled from an internal tank within your body, which holds approximately 200ml of liquid fuel. You may expend this fuel to artificially recreate the effects of the following spells and cantrips:

- Produce Flame (1ml/minute)
- Light (10ml/hour)
- Burning hands (100ml)

Your spellcasting ability for these spells is constitution. After expending all of your fuel, you must refill the tank as part of a long rest before you can use these abilities again.

***Fluid Dispensary** (2 slots)*

A large tank allows up to 4 liters of liquid to be stored within the your chest, and heated or cooled as it is dispensed. Many models also contain a system of filters, which can be used to purify water, or brew drinks such as coffee of tea. This component often takes the form of a pair of large, supple breasts, with fluids dispensed form the nipples.

***Grapple Attachment** (2 slots)*

This forearm sports a detachable hand, which is connected to it by a 50ft spool of chain. As an action on your turn, The hand can be launched from your forearm to grab hold of far away objects or surfaces. Once launched, the hand remains detached until you use a bonus action to retract it. The chain is an object with an AC of 10 and 10 hit points, and can be broken with a DC 20 strength check. A creature grappled by this hand is considered Leashed. In a pinch, the partially retracted hand may be used as an improvised flail, but doing so is likely to damage the mechanism.

***Ground Stabilizers** (1 Slot)*

This module includes powerful pistons and ground clamps that allow you to lock yourself in place despite incredible forces. As a free action on your turn, the stabilizers can be activated, making you immune to forced movement that does not include teleportation, and incapable of being knocked prone. While the stabilizers are activated, your speed is reduced to 0. Deactivating the stabilizers is a bonus action.

Servitor Racial Template

*Servitors are Unique among races, in that no doll has ever begun it's existence as an Automoton. Instead, they were converted to Servitors by items such as the **Dollmaker's Key** or **Mask of the Master Doll**. As such, many dolls have been made from non-human races.*

*In many cases, it can be helpful to use a Servitor "racial template" to apply the features of this race to other races. You can find rules for creating one of these hybrid Dolls in the Backgrounds section of this handbook, but talk with your DM before doing so. While the **Malfunctioning Doll** background provided in that section includes downsides to counter the addition of Doll racial traits, it may still be more powerful than your DM is comfortable with.*

***Integrated Tool** (1 slot)*
This limb replaces your existing forearm and can be designed to function as any one-handed tool, weapon, or sexual implement when activated as a free action, or serve as a normal hand when deactivated. It is a DC 20 investigation check to recognize the weapon while deactivated.

***Low-light Optics** (1 slot)*
These optical sensors have been specially calibrated to function in low-light environments, granting you darkvision out to a range of 60 ft.

***Industrial Drill** (3 slots)*
This industrial attachment replaces your arm with a heavy mining drill, capable or breaking through mineral deposits at a rate of 3 ft an hour. The Drill requires fuel to operate, which is provided by a large chest-mounted tank, and must be replenished after 1 hour of continuous use. The "drills" of Servitors are designed to make use of a number of addition attachments, allowing them to be used as incredibly intense sexual implements. When fitted for this function, the industrial drill deals 3d6 bludgeoning stimulation.

***Modular Construction** (1 slot)*
Your various components are designed to detach form your body and operate independently under your control. As a bonus action, or reaction to taking damage, you may detach a part of your body, such as your hand, natural implement, or head.

While a component is detached in this way, your hit point maximum is reduced by one hit die, and the detached component is considered to have hit points equal to the same amount. A component remains functional and follows your telepathic commands while detached, but it's actions are limited to those it can perform without the rest of your body, such as providing oral sex, or other forms of basic stimulation.

Components moved more than 120ft from your body cease to function. A lost or destroyed component may be replaced by an equivalent component from another Servitor.

***Phonographic Recorder** (1 slot)*
This intricate device sits within a specialized compartment of the chest and is capable of recording music or conversations onto a wax or copper cylinder and playing them back. Such a device allows you to perfectly mimic any sound, song, or conversation you have heard, so long as you have the foresight to record it

***Softbody Core** (2 Slots)*
The some of the heavy plating that would normally protect your body has been stripped away, and replaced with an experimental organic gel designed to keep your inner-workings clean and well lubricated at all times. You gain resistance to slashing and piercing damage from nonmagical weapons. This replaces your *Porcelain Plating* racial trait.

Additionally, your gelatinous core is able to process certain chemicals and substances using them to remain maintain your inorganic components - albeit at a diminished rate. When consuming potions or other healing items that must be ingested, you regain half the hit points normally restored by these items, instead of none.

***Crystal Oscillators** (1 Slot)*
Sonic oscillators made of large desirium-quartz crystals allow parts of your body to thrum with powerful vibrations in response to arousal and stimulation. As a bonus action on your turn, you may activate these oscillators, causing your direct sexual advances to deal an additional 1d6 thunder stimulation until the end of your next turn.

These oscillators are fragile, and care must be taken not to overstress them. You may activate your oscillators a number of times equal to your proficiency bonus, after which you must undergo manual repair before you can safely so do again

Qual'Ath

Siralolth looked around at cavernous that walls that were both alien, yet familiar to her. She remembered vaguely her time within the spawning pools here, but that seemed like a lifetime ago. A lifetime since she had been scooped from her still lukewarm pool and passed between handlers in dark alleys; since she had been sold on the black market to a man to desperate to ask questions.

Her Host, Sarah, felt a similar sense of unease. She had never before experienced these halls with her own eyes, but Siri's memories and emotions flooded her with strange remembrance all the same. Sarah had been a sick and dying child when her father had brought home the strange worm. Desperate to save his daughter, he had the shady dealer at his word when he promised the slimy tadpole could cure any ailment. In a way, his words had been true. After that day, the frailty and weakness that had plagued her childhood had melted away like too many memories. But at the same time, Sarah herself had never been the same. Sarah herself, in fact, became Sarah themselves.

Siri had been as terrified in those moments as anyone. She knew what taking a host would entail, both for herself and the girl. But with no way of sharing that information with her captors, there was little she could do but hope. Hope that they would understand when all was done.

They didn't. When the changes began, the peasant family had screamed in terror. They called a priest, an exorcist, but they understood nothing, and could do even less. But the two children, lost and scared, formed a bond all the same. As their body warped and twisted, the girls played, exploring the recesses of each other's mind. And while those around them looked on in horror, Sarah and Siri formed a kinship closer than anything either had known before.

It was almost funny looking back. The girls giggled, remembering the shock on their father's face. So strange an expression it had made them laugh, and Laugh, and Laugh. Of course the others never understood. But they were happy nonetheless. Happy together. With their closest friend.

But now was not the time to reminisce over the past. If tales were true, there was a new elder within these slick and hallowed halls. And they needed to know: would they be enemy, or friend?

Symbiotic Evolution

Qual'Ath are strange and alien creatures, and in their truest state, are not humanoid at all. Rather, Qual'ath themselves are best described as worm or snake-like symbiotes - slithering squirming slugs that feed on the psionic energy of other creatures. If not for one particular evolution, in fact, the great Qual'ath empires could never have come to be. Perhaps by fate, or perhaps by circumstance alone the ancient ancestors of the Qual'Ath learned to take refuge from the elements within the living bodies of a beast like species known as the Carrak - burrowing beneath their chitinous armor plating, and taking hold of the creatures' simple minds. Here the Qual'Ath were able to feed on the psionic energy produced within the minds of these prehistoric beasts, and in return, the Carrak gained the benefit of the Symbionts' vast intelligence, forming a mutualist bond which would allow the paired species to form one of the greatest empires to ever stretch across the stars.

As this mutualism grew, Qual'Ath tadpoles evolved the unique ability to mutate their host's body to better suit their combined needs. A mature pair, known as a Qual'Carrak, would become a force of reckoning, not just in terms of metal ability, but in terms of physical prowess as well. Never content as they were, however, the empires of the Qual'ath began to seek additional hosts, creatures more suited to the variety of strange worlds they came to inhabit. Today, Qual'Ath tadpoles are known to take host in any number of humanoid species. Connecting themselves through vast and expansive hive-minds, Qual'Ath colonies grow and adapt quickly, each individual benefitting from not only the knowledge and experience of their brethren, but also that of their hosts.

The Great Divide

Contrary to most popular understanding, Not all Qual'Ath are cruel slavers, or parasites who steal the bodies of unwilling hosts. In fact, for much of Qual'Ath history, the idea of claiming a host without consent was considered unthinkable. The bond between host and tadpole defined the very nature of who a Qual'Ath would become, and an unwilling host was sure to weaken and sabotage the shared mind of resulting creature, sewing seeds of madness and destruction within the entire colony.

However, at a point long forgotten, researchers on distant stars challenged this perception in every way. Starving their own tadpoles until the day of their first bonding, this small group, known today as the Illithid, were able to coerce the infantile tadpoles into entirely devouring the brains of unwilling hosts, supplanting the mind of the creature with their own. These Illithid proved to be incredibly powerful, with psionic abilities surpassing even some of the early elder brains. The power came at a cost, of course: without a host brain to draw psionic nutrients from, the Illithid - or Mind Flayers as they have come to be known - developed a violent dependance on consuming the brains of others.

Many Elders banded together against the spread of this practice, unnerved and disgusted by the abhorrent parasites it created, but finding willing new creatures to serve as hosts was difficult, and with the ever-expanding number of tadpoles being spawned, the horrendous practice continued to take root across more and more colonies. The parasitic Illithid soon grew to outnumber their traditionalist kin, and the first great Illithid war began.

The Illithid Wars

Driven by their need to feed on sentient minds, the twisted Illithid swept across their homeworld, devouring or enslaving entire populations of former allies, and sparking a civil war that would quickly extend across the entire galaxy. The newfound psionic powers of the parasites, coupled with their brute methods of enslaving host bodies allowed the Illithid threat to grow exponentially. Meanwhile, the symbiotic traditionalists struggled more and more to find willing hosts, in light of the violence others of their kind continued to inflict on countless peoples.

In a desperate attempt to decapitate the Illithid forces, the traditionalist rebels - now known as the Thoc'Rah, unleashed devastating arcane weapons on the world of their birth, nearly wiping out their ancestral Carrak hosts, and leaving their own home world little more than a radioactive heap of rubble, floating through space. But it was too late. The Illithid menace had already secured hidden colonies on other worlds, which quickly became new seats of power.

Now homeless and without allies to serve as willing hosts, the Thoc'Rah were forced into hiding, taking refuge on asteroid worlds and trying in vain to build alliances with worlds who could see no difference between them and their parasitic twins. Without new hosts to replenish their numbers, the forces of the symbiotic Thoc'Rah dwindled ever smaller, until only small isolated coalitions remained, able to do little more than take occasional potshots at the massive Nautiloid starcruisers of the now ubiquitous Illithid Empire

Genetic Masters

Be they Illithid, Thoc'Rah, or even the ancient and nearly extinct Qual'Carrak, one thing is certain of the Qual'Ath: they are masters of all things biological. Evolved on a world hostile to more traditional forms of technology, Qual'Ath developed unique and intricate ways of manipulating organic life to produce all manner of useful creatures. While the Illithid are feared for their terrible Intellect Devourers and the deceitful Zoog who so often serve as their spies, these are far from the only creations of the far alien science they have mastered.

In ancient times, Qual'Ath masters worked to create anything from strange and absurdly proportioned livestock, to the abyssal Shoggoth, who were both the material and constructors of their cities. Their homes, factories, and enormous nautiloids were *grown* rather than built, and even the most basic of their technologies were formed from living or once-living organic matter. While many of their greatest secrets - like the genetic formulae used to create Nautiloids - have been lost to time in the devastating Illithid wars, the Qual'Ath in all their forms still remain masters of the organic arts, and work to regain these lost glories.

Of perhaps the most recent import in all of their genetic marvels, the Thoc'Rah have undertaken extensive experiments in the engineering of new and adaptable host bodies: Not just a simple-minded species with which they might bond and serve to elevate, but truly synthetic bodies capable of fulfilling their symbiotic needs without need for a host. This newly birthed generation, name Thor'Reih after an ancient Elder Brian lost in the destruction of their homeworld, promise a potential new beginning for the species, and a way perhaps regain ground against the Illithid Menace.

Alien Sex

Qual'ath themselves are often called "sexless" but this isn't strictly accurate. Many Qual'ath retain the sexual characteristics and rough reproductive structures of their host race - specifically, those who bond symbiotically with their hosts. In fact, it is predominantly the Illithid who are responsible for the myth of sexlessness among their kind, as their parasitic lifestyle has no need for these vestiges of the host's anatomy.

In reality, the native sexual anatomy of Qual'ath is simply more alien than most creatures are likely to recognize. Much like several varieties of fish or crustaceans, Qual'ath go through a rapid sort of metamorphosis in the presence of certain hormones, with various specialized sexual features becoming apparent only while these chemicals are flooding their bloodstream: colourful frills become visible, their leathery skin or carapaces display formerly invisible patterns, and their eyes often seem to glow with an almost hypnotic swirl of colors. The erogenous nature of a Qual'ath's tentacles is only noticeable during these periods of excitement, as they secrete a slick mucus that heightens their own sensory receptors. If a Qual'ath appears to be salivating, it is reasonable to assume something more lustful is occupying it's thoughts.

Interestingly enough, Qual'ath do not, under normal circumstances engage in sex with other members of their species. Instead, sex is an evolutionary adaptation by which Qual'ath ensure their tadpole spawn are compatible with new hosts. Collecting both psychic and genetic impressions of potential host species allows their metamorphosed biology to produce young specifically tailored to the minds and bodies of the native inhabitants of any environment they come across.

Eldritch Life-Cycles

Qual'Ath colonies are generally overseen by what is known as an elder brain - a particularly powerful individual, who has grown beyond the constraints of it's host, and resides in a large spawning pool alongside immature tadpoles, the weakest of whom become meals for the elder brain. The spawning pool and elder brain are cared for by the entire colony as a whole, and after a year in this care, mature tadpoles are implanted into their humanoid hosts in a ceremonial event known as "the bonding".

The specifics of this ceremony vary somewhat between different cultures, with illithid simply exposing their starving tadpoles to terrified victims, while Thoc'Rah traditions treat the bonding of a new pair as a sacred event, performed only after ritual cleansing of both creatures in the waters of a birthing pool.

Whatever the custom, the bonding itself lasts roughly a week, during which the host's body is permanently altered to better suit the need's of both creatures, in a process known as ceremorphosis. This metamorphic change is gradual, and often the host is placed into a bath of sterile, medicated, "bonding jelly" to decrease the risk of rejection or other serious maladies. When the process is complete, host and tadpole have become inseparable, and it is only at this point that a Qual'Ath is considered truly "born."

Freshly bonded Qual'Ath are already mature adults by the standards of most other societies, having absorbed the appropriate knowledge of their world directly from the elder brain. They enter society immediately, taking roles however they are best suited. As dualistic organisms, Qual'ath grant a sort of immortality to their hosts: using their unique psionic abilities to correct the course of aging and stop normal cell death. Because of this, it is rare for a Qual'Ath to die except by extraordinary means, and when a death does occur, the entire colony mourns the loss together.

After death, the brain of a Qual'Ath is placed within the spawning tank alongside the elder brain, where it's knowlege and personality may be absorbed by both the elder brain itself, and by the young maturing tadpoles. This final act allows a Qua'Ath to continue it's existance in some meaningful way, even after death.

Elders in Reverence

Among Qual'Ath, there are few things more sacred the knowledge, and for any member of their kind to pass into the void without adding their individual experiences to those of the colony is a tragedy of the highest order. Even among Illithid, who deem any minds lesser than their own to be mere animals, the preservation of this living memory is paramount.

When a Qual'ath of any kind is slain or dies, it's body is discarded or passed to the kin of it's host, while it's brain is ceremoniously removed with the greatest urgency. This brain is then deposited into the tank of the colony's elder brain, where it's life and experience can be absorbed into the greater sum of ancestral knowledge. As the brain itself dissolves into solution, it's thoughts and memory are added to that of the entire colony. Because of their importance as intergenerational archives, Elder brains are treated with great reverence. Holding psionic abilities far beyond those of any individual, elder brains direct and control every aspect of Qual'Ath society, to such a degree that many researchers question whether an colony represents a collective of individuals at all, or simply one immense organism.

A large colony may theoretically have any number of Elder Brains, but generally only as many as three such elders will inhabit any one enclave, and in the case of Illithid, it is rare for Elder Brains to share power at all without quickly diverging into treacherous plots to gain individual control over each other. As such Illithid colonies are among the quickest to divide themselves, with younger Elder Brains splitting off to form sub colonies or new enclaves.

In the rare and dreaded situation where a lone group of Qual'Ath finds themselves isolated with no hope of return, or in the even more terrible event of an Elder Brain's destruction, one among them will voluntarily surrender their body and their brain will be placed within a spawning tank to become the new elder. Frequently this procedure is performed only after the Elder-to-be has sampled a suitable new host race, and filled the tank with their own spawn.

Physical Appearance

Qual'Ath bodies can vary vastly depending on the host, but their skin is smooth and leathery, with a slick and squid-like appearance. They are completely hairless and in all cases have a tall, sloping head, with two roughly-humanoid eyes, and four long, coiling tentacles. In most host species, these tendrils will appear below the eyes, concealing an alien mouth that opens more widely that would seem possible. But certain races produce a ceramorphosed forms with tentacles that flow backwards from the top of the cranium like hair, or from the sides and bottom of the jaw in strange imitation of a beard. Qual'Ath can bear a variety of colors, but are of a generally cold and muted hue, except when sexual excitement causes more vibrant colors and patterns to become visible.

In certain individuals a larger variety of tentacles or other eldritch features can be found, and such individuals are frequently viewed with equal parts fear and reverence. As masters of the genetic craft, for any Qual'Ath to be "born" with such physical aberrations is seen as an omen of great portent, and often terrible significance. Among Illithid, these abominations are known as Ulitharids and are treated as godlike beings who's eventual metamorphosis into a new Elder Brain is guaranteed. Among other factions such as the Thoc'Rah and Qual'Carrak, they are seen as heralds of great change, bearers of terrible secrets from beyond the abyss of timeless space. Though worshiped and honoured, such anomalies are never fully trusted, for their minds are alien even to the ancient Qual'Ath.

Among Other Races

Almost universally feared among other races for the abhorrent actions of the terrible Mind-Flayers, there are few outside societies in which even peaceful and mutualistic Qual'Ath are accepted. Thoc'Rah are desperately careful in revealing their very existence to new peoples, and Illithid are similarly secretive in making contact, although for very different reasons. Of all Qual'Auth colonies, only the recently spawned Thor'Reih are likely to interact regularly with other species, and these initial interactions are still often performed in disguise, before tactfully exposing their more natural forms to the eyes of those who's trust they have garnered.

It is not uncommon for Qual'Ath to be hunted indiscriminately by races unaware of any but the Illithid parasites. Rumours of their alien presence are met with suspicion and violence, and adventuring parties are often tasked with their discovery and eradication. Qual'Ath tadpoles are perhaps hated most of all, for fear of their terrible corruptive nature, and the alien metamorphosis they might inflict on unwilling hosts.

Despite this hatred, the small factions outside Illithid influence are generally peaceful, and eager to make allies of any who would have them. As refugees from a war that has rages for untold millennia, they are rarely in a position to defend themselves should diplomatic efforts turn from their favour. In potential alliance, Thoc'Rah and Thor'Reih factions will generally offer vast and ancient knowledge, or access to their scarce but powerful technology. In return, they seek willing hosts - a commodity all to rare since the advent of the Illithid uprising.

Playing a Qual'Ath

Perhaps the most important consideration when creating Qual'Ath character is determining the relationship your character has with their host. Not only does this relationship define your sub-race, but it also informs their actions and beliefs in regards to creatures other than themselves. A conventional Illithid may consider it's host nothing more than livestock bred to serve as a suitable body, while an iconoclastic individual may feel deep sorrow for the life snuffed out to bring them into existence. Thoc'Rah in specific are some of the most unique characters to play - not just for their alien biology, but for their twinned and sometimes even contradictory minds. While Thoc'rah are, in every essential capacity, sympathetic to their hosts, the two minds are still separate, and they do not always agree.

Beyond this basic question of internal relationship, think about who or what your host might have been before you came to share or dominate their body. What memories do you share or recall from your host's previous life, and how do those memories color or become colored by your current existence.

Consider what drives your character to venture so far from their colony, and how they are viewed by others. Few peoples mark a distinction between peaceful Qual'Ath emissaries and Invading Mind-Flayers - how does your character overcome this challenge, and how does it color their perception of those around them.

Finally, try to imagine how the familiar world might seem to a being so alien and strange. What horrors of untold science or magic might you, yourself take for granted, which your Alien character would find confusing, unnerving, or even hideously grotesque?

Qual'Ath Names

Qual'Ath have no concept of gender or sexuality, and their names are not so much a combination of sounds and syllables such as other creatures use, but rather a collection of thoughts and ideas that define them. And such names can change over time as an individual develops or explores new elements of themselves. Such names are called Thought names,and when spoken aloud, are accompanied by a sort of psychic static that attempts to approximate these sensations.

Thought Names: Aurangaul, Cephalossk, Drukt, Drusiss, Lugribossk, Quoor, Ralayan, Sardsult, S'venchen, Tharcereli, Tobulux, Zellix

For the sake of interacting with other, lest psionically attuned races, Some Qual'Ath will take more traditional names, drawn from the cultures that surround them. In many casses, these names are Subtle alterations of their Hosts name. This is especially common in cases where both host and Qual'Ath share their body equally.

Qual'Ath Traits

The Process of Ceremorphosis alters the mind and body of the host in drastic and irreversible ways. You gain the following traits

Ability Score Increase. Your Intelligence score increases by 2

Creature Type: Qual'Ath are an alien race from beyond the stars, perhaps even the far ream. Your creature types include Humanoid and Aberration.

Age. Once a host has undergone ceremorphosis, the alien biology of the symbiote prevents any further aging, making the Qual'Ath effectively immortal.

Alignment. Qual'Ath are as diverse in their alignment as any other race, but their concept of morality is as alien as the Qual'Ath themselves.

Size. Qual'Ath average somewhat taller than most humanoids, at around 7 ft, But this can vary depending on your host race. Your size is medium or small, depending on your host race. Your host race cannot be tiny.

Speed. Your base walking speed is 30 feet.

Sexual Characteristics. Technically speaking, Qual'Ath ore asexual hermaphrodites, but because they take hosts from among a wide variety of races, the Sexual traits of any individual can vary drastically.

You inherent the sexual traits of your host race, with the addition of 4 facial tentacles that can be used for sexual purposes. Two of these tentacles are reproductive in nature, and capable of delivering reproductive fluids or tadpole eggs, respectively.

Arcane Dissidence Your separation form the world of the arcane makes it difficult to comprehend arcane magics. You treat magic items not created by your race as Alien technology (dmg pg 268), and require twice as long to copy new spells into a spell book or ritual book .

Alien Biology. Your extraterrestrial physiology lacks the powerful immune system of most terrestrial races. You have disadvantage on saving throws against poison and disease

Natural Psionics. You can use the power of your mind to replicate the effect of certain spells. Beginning at 3rd level you can cast the following spells at their lowest level: *Sending, Detect thoughts*. Your spellcasting ability for these spells is Intelligence. Spells cast using this feature do not require components and are treated as psionic abilities rather than magical effects. You can use this ability a number of times equal to 1/2 your proficiency bonus, and regain the ability to do so when you finish a long rest.

Outsider. More accustomed to the telepathic sensations of your own race than the facial expressions of others, You have disadvantage on Insight checks against members of other races.

Tentacles Four cephalopod like tentacles extend from your face, often serving as additional arms. Your tentacles can stow or retrieve an item on your person weighing no more than 5 pounds as a free action on your turn, or to take the Use Object action as a bonus action.

Telepathic Communication. You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Languages. You can speak, read, and write Common, Qualith, Deep Speech, And and one language of your choice known by your host race.

Illithid

Also known as Mind-Flayers, Illithid have forgone the mutual symbiosis in favour of enslaving other races to serve as hosts. An Illithid's Host is nothing more than an empty shell, who's brain has long since been consumed by the Qual'Ath master. Despite these origins, and their drug-like dependance on consuming more brains, not all Illithid are cruel and inhuman monsters. One cannot choose the circumstances of one's birth, but with effort, sometimes those circumstances can be overcome.

Ability Score Increase. Your intelligence score increases by an additional 1
Empowered Psionics. Consuming the brains of sentient humanoids boosts your natural psionic powers. You can use your Natural Psionics racial trait to cast the following spells: *Command, Charm person, Levitate.* Additionally, you may expend a use of your Natural Psion feature to project a powerful blast of psionic energy. Each creature in a 15 ft cone in front of you must succeed on an Intelligence saving throw or take 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
Arcane Resistance. Arcane magic is the greatest threat to any Illithid colony, and as such, Illithid have learned to protect themselves. You have advantage on saving throws against Spells and other magical effects.
Grey-Matter Dependance. Your powerful psionic abilities come at a morbid price. In order to sustain yourself, you must feed on the whole brain of a sentient humanoid with an intelligence score of 8 or greater at least once every 7 days. For each day beyond the 7th that you go without fulfilling this requirement, you must succeed on a constitution saving throw with a DC of 15+your current level of exhaustion or suffer one level of exhaustion.

Qual'Carrak

Qual'Carack are a rare breed, but not without numbers. The symbiotic fusion of an Qual'Ath and a Carak acting as a single organism. Carak on their on their own are beast like creatures, with no capacity for thought beyond basic survival instinct. They have evolved over centuries to perfectly host their Qual'Ath counterparts, who's potent intellect ensures the survival of both species.

Ability Score Increase. Your Strength score increases by one.
Aquatic Adaptation. Your kind evolved in the murky depths of a watery alien world. You have a swimming speed of 40 ft, and are resistant to cold damage.
Amphibious. You are adapted to both land and sea, and can breathe air and water.
Armoured Carapace. Your Body is covered in thick armor plating, granting you an unarmoured AC of 15 + your dexterity modifier (maximum 2).
Symbiotic Stamina. The natural compatibility between you and your host grants you enhanced healing. When you roll hit dice or recovery dice to regain hit points or reduce arousal, you may roll each hit dice twice, and choose either result.

Thoc'Rah

Far outnumbered by their Illithid counterparts, Thoc'Rah take their name from the first colony to take stand against the Illithea experiments, and the first to fall during the Great Divide. Thoc'Rah hold true to the ancient traditions of their race, and bond only with willing creatures as hosts. Once bonded, a Thoc'Rah share's their life in equal with the creature serving as their host, often learning as much from the host as the host learns from them.

Ability Score Increase. One ability score of your choice (based on your host race) increases by 1
Dual Mind. When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur.
Mutualistic Bond. You and your host share your body equally, and aid each other when needed. You gain two Racial traits of your choice from your host race (excluding ability score increases). Additionally, you may attune to magic items as if you were a member of your Host Race (this Supersedes your Arcane Dissidence racial trait).

Thor'Reih

In the thousands of years since the enemies of the illithid migrated across the universe in search of a new home, a new faction has arisen among these peaceful outcasts. Created from samples of changelings and other highly adaptive races, the bio-engineered Thor'Reih take hosts from among laboratory grown bodies, and are adept at blending in among others.

Ability Score Increase. Your Charisma score increases by one.

Studied Outsider. Your people have spent centuries studying other races and learning to emulate them. You have advantage on deception checks to disguise yourself as a member of another race. This replaces your *Outsider* racial trait.

Thor'Reih Camouflage. As an action, you can change your appearance and your voice. You can make yourself appear as a member of another race, though none of your game statistics change, and you determine the specifics of the changes, including your coloration, hair length, and sex. However, You can't duplicate the appearance of a specific individual or of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die

Genetic Adaptability. Your biology has been specifically engineered to adapt to whatever conditions you encounter. Each time you complete a long rest, you may choose one of the following damage types: Acid, Fire, Poison Cold, or Lightning. You gain resistance to this damage type until you use this feature to choose a different damage type.

Vampire

Lady Rosaline Byron stood over her microscope frowning. Yet again, her attempts to isolate the Sanguinem pathogen from her own infected blood had proved to be a failure. It was beginning to seem as if Adam Virus had specifically designed his cursed plague to make the host dependant on the infection. Any attempt to remove the virus had so far only resulted in rapid decay and cell death. Despite her best efforts, the Cure for Vampirism eluded her for yet another sleepless night.

She packed up her microscope and other lab equipment, and stepped out the door into the rainforest. Behind her, the small lab quickly folded itself back up into a pocket-sized cube, which she placed inside her pack. The others had already all but finished striking camp.

From across the clearing, A blue Dragonborn in particularly maid-like attire smiled over at her.
"Any new progress today madame?" The girl called out

"Not today, Aluna, but soon! It's only a matter of time before I crack this. And with a more direct sample of the blight, research should be far more fruitful!" She wasn't sure if she believed it herself, but at the very least it helped to keep one's chin up.

Monsters of the Night

Legends of vampiric demons and bloodsucking monsters have been passed down through the mortal realm since almost the beginning of time. Parents have told their children tales of horrifying beasts or charismatic devils with supernatural powers and a thirst for the pulsing lifeblood of innocent children and virgin brides. In dark whispers centuries old, townsfolk speak of the fearful and sanguine appetites of these waking dead, who snatch away life in the dead of night, leaving the drained corpses of their victims to rise again upon the next full moon. While many of these stories are no more cautionary tales mean to frighten children, even the more outlandish fable must contain within it a mote of truth. Vampires very much exist.

Origins of Vampirism

The first origins of true vampirism are lost perhaps even to the oldest of immortal vampire-kind. While may tales speak of some fustian bargain with the devil to gain power and immortality; others point to vampires as the spawn of spawn of Strahd, who sold his soul to death itself in hopes of restoring his youth, slaughtering his own brother to seal the pact. Some stories suggest that Vampires were created in the image of Haemnathuun the Blood Lord, by Orcus himself. Still others claim that Vampires are the spawn of a more ancient and evil race summoned into the mortal plane from the depths of the shadowfell. And perhaps the most nightmarish origin story involves the twisted experiments of the mortal Adam Virus, and his attempts to attain godhood through feeding on the souls of others.

However Vampires first appeared in the world, their spread throughout it has been widespread. Common knowledge would suggest that this spread is the result of vampires draining their victims entirely of life - only for the soulless bodies to rise again as undead monsters in their own right. But in truth, accounts of such spread are inconsistent and poorly documented at best- if not blatant falsehood. Vampirism is more often passed from one member of a family or bloodline to the next, spreading like a ancestral curse or hereditary disease. It is perhaps a blessing, then that most vampires become infertile as the disease fully takes hold.

Common Misconceptions

Stories of vampiric monsters have grown so far fetched over the centuries that it can be difficult to separate the fact from the fiction. Vampires are not, by nature, shadowy shapeshifters who can transform themselves into sanguine mists or swarms of vermin. They are not unassailable masters of invisible demons and shadowy stalkers. And they hold no sway over creatures of the night such as wolves or ravens. While many a vampiric fiend may collect these powers over the course of their endless life, vampirism itself is not the source of these abilities.

Neither are vampires truely undead - at least in the traditional sense. A vampire never passes beyond the veil of death, and as such, cannot return as an undead nightmare. Instead, vampires are born with an absence of life - a missing part of their soul which makes them less than truly alive, and which causes an array of maladies and weaknesses, such as a sensitivity to sunlight, and a violent aversion to the kinds of magics used to heal livign creatures. It is a sublte difference, but a difference all the same.

Vampires are not limited in their appetites to blood alone. Vampires feed on the life-energy of mortal souls, and blood is but a single conduit through which that energy can flow. And while all vampires must consume the life energy of others, they are not necessarily bloodthirsty predators feeding on the innocent. Many vampires go through extensive lengths to find donors who are willing and eager to feed their vampiric patrons in return for safety, security, or even love. Not only are such relationships more rewarding, but they are also frequently far more sustainable than draining the life from frightened serfs and peasants, or hunting for foolish prey in the dark of the night.

Contrary to popular belief, Vampires are not all deathly allergic to the scent of garlic, nor do they implicitly require invitation to enter a home. While these famous weaknesses are certainly one expression, each vampire has a unique set or quirks and obsessive qualities that cannot be overcome.

Except in special cases, Vampirism is not easily transmitted. Tales of vampires feeding on innocent young maidens, only for the deflowered virgin to rise again as a creature of the night are vastly overstated. In most cases, for the curse of vampirism to transfer to a mortal, that mortal must either be of the same bloodline as the vampire from which they contracted the curse, or undergo repeated transfusions of vampiric blood of the course of several months. This is much to the disappointment of naïve youths seeking to rebel against their upbringing by purposefully contracting the disease.

Lastly, and perhaps most difficult for common folk to understand, vampires are not inherently Evil. While some incarnations of the curse may be more outwardly monstrous than others, most vampires are not the fiendish terrors of the night that are warned of in folklore. While there are certainly those who give up the fight for their humanity and devolve into bloodthirsty killers, such individuals are no more representative of the race as a whole than any serial killer or violent criminal. In truth, the curse of vampirism is as much a crippling disease upon the bearer as it is nightmarish legend for others to fear, and most vampires are themselves more victims of circumstance than they are villains of the night.

Vampire vs. Dhampir

The hunger for lifeblood experienced by vampires is more than just a physical craving - the soul of a vampire is flawed and incomplete, missing some element that allows it to sustain the energies of life. Instead, vampires must sip from the souls of others to try and fill this ever expanding void in their being. They consume the blood of others as a conduit for this energy. It is this desperate need that separates a true vampire from their dhampire kin. While dhampir may be inured to the shadows and crave the taste of blood, they are not fundamentally incomplete the way true vampires are, and do not suffer from their affliction beyond a relatively minor aversion to sunlight.

Vampires, on the other hand, contend with a deep and inconsolable emptiness within their being - a flaw which not only leaves them physically vulnerable to things like sunlight and radiant magics, but prevents them from healing even the smallest of wounds without feeding on others. True vampires are both damned and truly defined by your curse - gaining unseemly powers that are only lightly reflected within their dhampire kin.

Furthermore, the gaping hole in a vampire's being manifests not only as desperate hunger for the blood of others, but in an unsettling absence of some part of their own humanity - a missing piece that is different for each individual. Some vampires may be truly incapable of experiencing empathy, while others may lack the very sensation of happiness. Vampires are unsettling not because of an inner darkness, but because they lack some fundamental part of human experience.

Vampires in Society

Because of their fiendish reputation, vampires do not often engage with most societies, and when they do, it is frequently in disguise or under false pretence. Very few cultures are openly accepting of vampires - even those who understand the affliction, and even those who do not see vampires as nightmarish predators often consider them dangerous and unpredictable to have around. Even their lesser kin, the dhampir, are rarely welcomed among those who know what they are. In most cases, it is far easier to simply blend into the crowd than to risk being hunted for the atrocities attributed to your kind.

Because of this most vampires will instead make their homes in isolated places, far from other settlements. They may live solitary lives, or as part of a larger family of ancestral right - it depends heavily on if members of the family have been able to successfully sire children. Because Vampirism predominantly spreads only within a single family, and a large majority of vampires are infertile, vampiric settlements tend to be small, especially because sustaining any large population of vampires requires an even larger population of mortal donors.

Occasionally, larger cabals of vampires, made up of multiple families or bloodlines, will work together to establish a presence within more populated areas. Such groups are generally secretive, either about their nature or their very presence, and to maintain this secrecy, the feeding practices of the cabal are highly regulated. Those who fail to adhere to the rules of feeding etiquette are dealt with swiftly and efficiently, in order to preserve the cabal as a whole. Whether these rules involve feeding only on specific, trusted mortals, or simply leaving no evidence behind varies from one cabal to the next.

In extremely rare instances, some cabals have been known to start settlements of their own, or to form open relationships with settlements and cultures more understanding of their plight. These utopias, such as the fabled realm of Paradisium, are few and far between - and rarely easy to find. But within them, it is common practice for fresh blood to be exchanged for goods and services, but like currency. These settlements are also one of the only places where the love between a mortal and a vampire is likely to be celebrated, rather than scorned.

Physical Appearance

Vampires are at once unsettling and beautiful, familiar yet strange. Most vampires, with a little work, can pass for regular mortals, but undisguised stand out quite starkly. The pale skin and the reddish hue of a vampire's eyes often provide the appearance of albinism, and the unnatural anaemia of the cures often leaves the afflicted with a frail or gaunt appearance. The hair of a vampire, unless dyed, is a pale silvery white that takes on increasingly red hue the more frequently they are able to feed. A well fed vampire will have hair the deep scarlet of fresh blood, while a malnourished individual's hair will appear bone-white and pale.

Most vampires are relatively tall and lean, but this can vary from one family to the next. Those with a more bestial incarnation of the curse will sometimes have Chiropteran, even disfigured, features with overlarge ears and flat, misshapen noses. But those with more arcane leanings are frequently almost elven in appearance. Vampires inured to the darkest parts of their curse can appear so gaunt and frail they resemble walking corpses - such undeathly appearances are much of why Dreadblood vampires have been all but hunted to extinction.

Playing a Vampire

When playing a vampire, it can help to start with a single simple question: what part of their humanity is missing? Do they lack the simple human sensation of empathy? Or are they incapable of ever experiencing love? Historically autistic tendencies have frequently marked as signs that someone is not entirely human, and that can be a good starting point for exploring the seemingly cold or unusual behaviour of a vampiric character.

Perhaps what is missing for your vampire is the supposedly innate ability to recognize facial expressions, or the ability to understand and express their own emotions. Maybe they are missing the social filter that keeps them from saying exactly what is on their mind, or the internal buffer that filters out unimportant stimuli. Be careful not to create a caricature of neurodivergency, but playing a vampire can be a great opportunity to explore those more neurodivergent mindsets, or even learn something about yourself.

More obvious questions to consider are those about how your character's curse has shaped their life and interaction with others. Have they lived their in fear of being discovered and hunted for what they are? Or given into their darker side and become the predator they are assumed to be? Do they wrestle with the morality of their vampiric nature, or simply accept it as a part of who they are?

Think about your character's history, and where they came from. Are they part of an ancient family of vampires, dating back thousands of years? Or is their lineage less clear, and the origin of their curse uncertain?

Vampire Names

Vampire names generally continue the traditions of their respective races and cultures, with no more outlandish names than any other member of their kind.

Vampire Traits

Whether through birth, or unlikely infection, you are an otherwise human carrier of the Shadow plague, and gain the following traits and malformations.

Ability Score Increase. Your Constitution score increases by 2

Creature Type: Vampirism is a curse, afflicted upon otherwise normal humanoids. Your creature type Is humanoid.

Incomplete Life. While not truly undead, You are considered undead for the purpose or spells and effects which specifically target undead.

Age. Those affiliated by Vampirism seem immune to the normal process of cell-death, and are functionally immortal so long as they remain regular blood transfusions.

Size. Although often slightly taller than their relatives, Infected individuals tend towards the same range of height as normal humans. Your size is medium

Speed. Your curse grants a level of unseemly quickness to the afflicted in their adult years. Your speed is 40 feet

Alignment. Despite unfounded rumours to the contrary, those affected by vampirism have no innate leaning towards evil, or any other alignment.

Sexual Traits. Vampires carry the same sexual dimorphism as most other humanoids. Your body includes the traditional humanoid sexual implements appropriate for your presented sex, including breasts, pussy, ass, and cock.

Blood Thirst. The most devastating ailment that the vampirism bestows is a severe anaemia such that the afflicted becomes reliant on regular transfusions. You cannot regain hit points as usual during a short or long rest, and must receive at minimum 1 pint of fresh blood each day or suffer a level of exhaustion.

Necrotic Bite You gain a natural weapon in the form of a bite with which you are proficient. Your bite is considered a finesse weapon, which deals necrotic damage equal to 1d6 + your proficiency bonus, and reduces the target's maximum hit points by the same amount. Your fangs can also be used as a natural sexual implement which deals necrotic stimulation equal to 1d6 + your proficiency bonus, and reduces the target's maximum arousal by the same amount.

Vital Transfusion When you deal damage or stimulation with your *necrotic bite* against living creature other than a construct, you drain 8 ounces of blood from the target, and may spend a number of hit dice up to half your proficiency bonus. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to the result, regaining hit points equal to the total.

Alternatively, you may choose to bite a willing creature, draining blood from their body. The target takes no damage, but instead spends hit dice as they would during a short rest, gaining no hit points. Any hit points the target would normally regain by spending hit dice in this way are regained by instead. You drain 1 pint of blood for each hit dice spent.

Radiant Aversion. Your body is weakened by even relatively low doses of radiant energy. You have vulnerability to radiant damage, and cannot benefit from healing spells with a radiant source. When targeted by these spells, you must make a charisma saving throw equal to the spellcaster's saving throw DC or take radiant damage equal to half the hit points they would normally restore. This damage is not doubled by vulnerability.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in bright light. In addition, you take 1 radiant damage each round while your skin is exposed to direct sunlight.

Vampiric Quirks. Every vampire has a unique set of obsessive quirks that are as real a weakness as any blade. Oddities such as a fear of garlic, the inability to cross running water, or the requirement of a formal invitation before entering a home. Work with your DM to determine two to three unique quirks that set your vampire apart - these quirks are absolute, and cannot be ignored or overcome by force of will, but don't have to be part of traditional vampire lore. An Inability to feel certain emotions or read facial expressions might work similarly well, as would a paranoia surrounding certain numbers, or the need to always have a specific object at hand.

Darkvision. A lifetime of avoiding the light has adapted your vision to the dark. You can see in dim light within 120 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sleepless. Whatever mutation the disease causes within the brain and body, it seems that those afflicted do not require rest in the same way as normal humans. You do not require sleep, so long as you have received a transfusion of at least 1 pint of blood in the past 24 hours.

Spider Climb. You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Blood Sense. The disease has made you acutely aware of the flow of blood, even within other creatures. You can sense the presence and location of all creatures within 60 ft which have flowing blood.

Languages. You can Speak, Read, and Write Common, and one other language of your choice

Non-Human Vampires

While Vampirism is a primarily human affliction, which does not easily transmit beyond shared family bloodlines, such cases are not unheard of. Methods of transmission vary, but in most cases, a vampire must share their own cursed blood with the would-be vampire, after feeding from them repeatedly for several weeks. By some accounts, Sex with a vampire may also serve the purposes of this final transfusion, but it is exceedingly rare for a single bite or act of lust to transmit the curse to an adventurer.

You can find rules for creating one of these hybrid Vampires in the Backgrounds section of this handbook, but talk with your DM before doing so. While the ***Sanguine Curse*** *background provided in that section includes downsides to counter the addition of vampire racial traits, it may still be more powerful than your DM is comfortable with.*

Beastblood

Often seen as the lowest class of vampires, Beastbloods are empowered with a feral ferocity and a thirst for violence. Their hunger for blood is a primal thing that drives them towards brutal and savage feeding.

Ability Score Increase. Your Strength score increases by 1
Bestial Strength. You gain proficiency in the athletics skill, if you are not already proficient.
Violent Transfusion. When you use your *vital transfusion* racial trait to regain hit points, you may instead choose to release the violent power of your blood. If you do so, you regain no hit points but instead gain the following effects until the start of your next turn.

- You gain an additional number of reactions each round equal to half your proficiency bonus. These reactions can only be used to make opportunity attacks or opportunity advances.
- If a creature within 5 ft of you takes any action other than the disengage action, you may use your reaction to make an opportunity attack against them.

You may use this feature three times, after which you must complete a long rest before you may do so again.

Witchblood

For some vampires, the disease presents itself less as a sickness of the blood, and more as a curse of the soul. These individuals, called Witchbloods, carry with them the noble grace of a dangerous predator.

Ability Score Increase. Your Charisma score increases by 1
Bewitching Words. You gain proficiency in the persuasion skill, if you are not already proficient.
Commanding Presence. You know the *Command* spell, and may cast it once without expending a spell slot, after which you must complete a long or short rest before you may do so again. Charisma is your spellcasting ability for these spells.

Dreadblood

Perhaps the darkest of their kind, Shadeblood vampires are difficult to mistake for anything else. Surrounded by an ever present aura of shadowy dread, Shadebloods feed as much on the suffering of others as they do on blood itself.

Ability Score Increase. Your intelligence score increases by 1
Frightful Talent. You gain proficiency in the intimidation skill, if you are not already proficient.
Fearful Feeding. When you succeed on an intimidation check against a living creature within 30 ft, you may use a reaction to feed on their fear. The target must succeed on a wisdom saving throw, or take necrotic as if by your *Necrotic Bite*. This damage counts as feeding for the purposes of your *vital transfusion* racial trait.

Vespia

Melora felt the sensations of her entire hive. The fear, the panic, the horror of such terrible loss... It was overwhelming. One moment everything had been fine. And then the next, reality had split open, and the walls of the hive with it. At first there had been shock. Confusion. Instinctual terror so overpowering that Melora herself had blacked out into unconsciousness. And the sudden collapse of their queen had done nothing to settle the hive. According to Whisp, Hawthorne and Locus had carried her to her chambers before most of the hive could see - but they would have felt it. There was no hiding the absence of a Queen's presence.

But she was awake now. And that meant assessing the damage, and formulating a plan, migraines be damned. The walls of the hive itself were in ruin - the caverns they had used for their structure were gone, and much of the comb had collapsed under its own weight. The Gardens, their ancestral home - the lands entrusted to them by the great mother with her dying breath - were sundered beyond recognition. Torn and scattered across open expense like none of them had ever seen in a thousand generations. And above them was the sky. Not a cavernous expanse of fog. Not the firefly lights of a thousand glowing fungi, but the actual stars.

There were entire battalions of her people missing, many of whom wouldn't survive the year without a queen or princess to guide them. Two of her daughters were simply Gone. Presumably scattered along with the half dozen guards they had been travelling with. No one knew where they were, and it was likely they never would. Paradisium was gone. And now, her hive - which had spent untold centuries tending underground gardens and cavernous jungles, which had spent thousands of years nurturing the only source of true sunlight in an entirely subterranean world - now her hive would have to learn how to survive in a new world. They would rebuild. They would flourish. And for the first time in all of Vespian history, Melora would make a home for her people on the Surface.

Born of the Dungeon

Vespia are one of many races who's origins can be traced back to the lustful caverns of Paradisium. In far forgotten times, an young druid, trapped forever in the halls of ancient paradisium, began the impossible task of bringing green life to the barren labyrinth of The Mistress' prison. With the help of her swarms, she tended gardens grown from between the cracks of the stonework for centuries, until they eventually expanded into lush subterranean forests.

But nothing in nature can live forever, and when the time came for her passing, the Archdruid used the last of her life force to transform and awaken her insects, ensuring the swarm could carry on her work and protect the verdant caverns and their abundance of life. From this dying gift, the Vespia were born. Granted sapience and humanoid form by the final wish of a powerful archdruid, they became an insectoid race dedicated to the preservation and growth of green spaces and natural environments.

For countless centuries the Vespia resided only within the verdant caverns of their dungeon home - tending the gardens of Paradisium with which they had been entrusted. But when awakening of The Mistress shattered Paradisium itself, the Vespia were scattered across the material plane. Under the guidance of the Queen Melora and her seven daughters, the sundered hive of Verdantia was rebuilt, and new hives began to take root throughout the world, bringing life back to the once dying lands of a new Eden.

Verdant Hives

When The Shattering broke Paradisium into a thousand pieces, what was once a single unified colony of Vespia found themselves scattered across all of Eden, and became a part of countless ecosystems around the world. Most hives prefer seclusion, establishing their footholds in deep caverns or underground ruins reminiscent of their ancestral dungeon home. Others will use their communion with nature to build honeycomb cities within the trunks of enormous trees, or seek out long abandoned castles and fortresses in which to build their own fortifications.

Wherever the vespia establish their hives, the natural world around them thrives. In forests and jungles, Trees grow to incredible heights, lush vines overtake man-made structures, and flowers bloom year-round. In wild savannahs, grasses grow thick, rains become more frequent, and watering holes never run dry. Even in desert environments, the presence of vespia can be marked by rapid growth of large oasis, and the prevalence of oversized succulents or desert palms.

Sometimes these environmental changes are more welcome than others, as vespia have an innate instinct to encourage the growth of lush foliage and vibrant greenery, often terraforming less verdant habitats into something more reminiscent of their ancestral home within The Mistress' prison. Vespia will often plant a wide variety of invasive or even predatory flora, teaching the land itself to fight back against the advances of men, and bringing them into conflict with less druidic civilizations. Occasionally this kind of aggressive terraforming can even bring them into conflict with native druids, who seek to preserve the environment in it's original state, rather than transform it into jungles and forests full of man-eating plants.

Parasitic Reproduction

Barring a few exceptions, Vespia are exclusively female, and require other humanoids to complete their reproductive cycle. Rather than mating directly with males of another species, however, Vespia Queens and Princesses will use other sentient races as incubators, implanting them with eggs which, in time, will grow to maturity and exit the host before hatching. The process is known to be quite pleasurable - although how much of this pleasure is the result of Vespia aphrodisiacs or magic, and how much is inherent to the process itself is still somewhat debated.

Different hives vary in their methods of acquiring hosts for their young. Some hives seek out willing hosts among local women (or rarely men) or form relationships with local communities in which a small number of hosts are offered up as tribute in return for the hive's protection and the abundance of their lands. Other colonies prefer to capture anyone they perceive as threats to their hive or forest, using them as reproductive slaves.

In the case of the latter, such prisoners are generally kept in an extreme drug-addled state, regularly injected with a blend of aphrodisiacs and other drugs harvested from the surrounding greenery. While only Queens and Princesses are capable of producing fertile eggs, most Vespia still possess ovipositors, and will occasionally take lovers among other races - either willingly or by force. Such individuals, called "Voe", are seen as unworthy, and rarely allowed within the hive.

Metamorphic Conversion

On exceptionally rare occasions, vespia are also capable of reproducing through another method: the direct conversion of other humanoids into members of the hive. Humanoid creatures submerged for an extended period of time in the royal honey produced by a vespia queen will eventually enter a sort of suspended animation, as their bodies slowly metamorphose into that of a vespia. Creatures converted in this way awaken with only loose memories of their former life, and are as mindlessly loyal to their hive and it's queen as any other drone.

This metamorphic process is inefficient however, requiring vast amounts of royal honey, and producing far fewer of their kind than simple egg-laying. Few hives make extensive use of the process, and generally it is reserved for dire situations, or as a way to reward individuals who have served the vespia as loyal allies. There are rumours, however, of hives who instead use it as a punishment, forcibly converting those who oppose them into slave-like drones with no will of their own.

Metamorphic Males

Metamorphosis is the only known means of producing male vespia, by transforming the males of other species into more Vespid forms. This process does not always produce a male vespia, but when it does, such males are still quite effeminate and almost exclusively become nymphs, with underdeveloped wings and little purpose beyond catering to the whims of their sisters.

Generally seen as lesser or deformed versions of their powerful sisters, males in vespian society are inherently submissive, and rarely if ever question their place. Most males are either former prisoners of war with little to no memory of their previous life, or the salacious result of a queen or princess choosing to induct their male lovers into the hive.

Insectoid Hierarchy

All Vespia are hatched as insectoid larva, and share an innate connection to the hivemind of their colony. These larva are raised communally by their sisters within special chambers of the hive, and quickly develop through multiple stages adolescence called "instar" into more humanoid adult forms known as pages, Which then develop into one of several castes with varying degrees of freedom and independence within the hive. The entire process of development take less than a year, allowing vespian hives to grow with untold speed, despite the presence of only a single reproductive individual in the form of their queen.

Vespia are innately linked to their hive and Queen by a sort of hive-mind, which allows the entire colony to effectively act as a single organism when necessary. This collective intelligence is still poorly understood, and may have ties to the various pheromones that Vespia use to communicate. What is known, however, is that most vespia within a hive only have a rudimentary degree of autonomy, and are biologically incapable of disobeying the orders of the higher castes.

Only Queens and Princesses possess true autonomy within the hive, with all other members of the colony retaining some level of instinctive obedience and subservience to the will of the Queen. Beneath these Are the Royal Guard, followed by Warriors, Scouts, and then workers. The lowest caste of Vespia are known as Nymphs, and exist almost exclusively as concubines or servants to others members of the hive.

Working Castes

Vespia castes are more than just representations of social standing. Each caste within the hive is physically distinct, and exists to fulfil a specific role or purpose.

Pages

Pages are not a true caste of worker, but rather, fledgling members of the hive, who have only recently metamorphosed from their larval stage. While fully mature both mentally and sexually, they have yet to complete their final metamorphosis into a distinct caste, and lack the ability to fly. As such, they serve primarily as menial and unskilled labour within the hive, often tending to larva in the same chambers where they themselves recently resided. Pages have little to no autonomy, and exhibit little to no sense of personal identity. While still capable of overcoming minor problems or obstacles without higher assistance, pages are mindlessly loyal to the hive, and generally incapable of taking complex action without instruction.

Drones

The vast majority of a Vespia hive is made up of Drones. Generally quite slim, with a smaller, stinger-less thorax, they are significantly stronger than they look, and can carry several times their own weight with ease, even while flying. Drones are more capable of acting autonomously than Pages are, and can carry out complex tasks or act in the interest of the hive without direct instruction. They communicate primarily through pheromone signals, and the shared hivemind, allowing them to act in unison without any need for vocal communication. Drones remain unquestionably loyal to the hive, but often exhibit differences in personality and thought.

Nymphs

Nymphs are the sexual servitors of the colony, and the only male members of a hive. They serve little purpose other than attending to the personal needs of higher cast members of the hive, but are jealously sought after as symbols of personal influence. The only true caste without fully functional wings, Nymphs are often assigned to Scouts, Warriors, and occasionally even workers as reward for exceptional performance or service to the hive. As such, nymphs represent a sort of status for members within their cast, and individuals with multiple nymphs in their personal service are seen as powerful or even revered as pseudo-nobility.

Warriors

Larger and more armored than other Vespia, warriors are the protectors of the hive, with a large thorax and powerful wings. They generally carry one or more weapons forged from crystallized amber, as well as a specialized lance capable of injecting various toxins into their enemies. As a last resort, warriors are also equipped with a barbed stinger at the end of their thorax, which can be used to rapidly deliver overwhelming amounts of their natural venom. Once used, this stinger tears free of the warrior's body, continuing to pump toxins into the victim, but generally leading to the death of the Warrior themselves.

Warriors have more autonomy than drones or workers, but significantly less than a princess. They are capable of strategizing and acting independently for extended periods of time while way from the nest, but are fiercely loyal, and still subject to the direct control or commands of queens and princesses

Scouts

Leaner more lightly armored than warriors, Scouts are built for speed, and have the largest wings shy of princesses and queens. They generally carry specialized chitin bows with amber tipped arrows, and have the ability to release potent pheromone trails to help guide other members of the hive, or subdue enemies.

Scouts are responsible not only for maintaining watch over the territory of a hive, but also with establishing alliances and diplomatic relations with other races. Scouts have a high degree of independence compared to workers or warriors, although they lack the ability to command other members of the hive in the same way princesses or queens can.

Differing Patterns

Where humans and other sapient races often recognize each other primarily through things like build facial features, and dress, vespia born as part of the same brood often show little distinction in these regards. Instead, vespia identify each other by the unique pattern of stripes, spots and other marking which adorn their carapace. It is not uncommon for two sisters hatched from the same clutch to be nearly identical, except for subtle variations in these patterns, often causing confusion among other races, who will rarely see the sisters side by side.

Beyond these personal nuances, each clutch and caste within the hive will share similar markings, in many ways akin to the distinct uniforms or insignias of military groups. Drones and Nymphs often carry simplistic patterns made up of large splotches of color, while Scouts and Warriors sport stripes, spots, or other patterns that help to break of their form when venturing outside the hive.

Finally, each hive has it's own patterns and even colors - much like a royal coat of arms. Blacks and yellows ar emos common, but more unique variations exist. For example, Deepthorne hive in the Northern desert have carapaces of iridescent black and blue, with brilliant orange wings, While their sister hive in the nearby mountains are identified by a soft pink hue with white or red patterns. The colors a hive uses are based on those of their queen, which begin to develop their unique hues as part of the metamorphosis from princess to queen.

Royal Castes

Beyond the working class of vespia are the royal castes: powerful individuals who have been elevated beyond their sisters by the metamorphic properties of royal jelly

Royal Guard

An elite form of warrior with enhanced speed and agility, Royal Guard exist to protect and serve the Queen and Princesses of the hive. They maintain the tactical autonomy of standard warriors, but are single-mindedly protective of their charges, and physically incapable of disobeying the orders of a princess or queen unless contested by a higher ranking member of the royal "family". Royal guards are often bonded to their charges as sexual partners, and serve to fulfil any and all needs of these charges, even at their own expense.

In addition to the standard fare of equipment available to warriors, Royal Guard possess a beetle-like horn which they can use for powerful charging attacks. Coupled with their single-minded devotion and expertise in almost all forms of martial combat, Royal Guards are a force to be reckoned with.

Princesses

A hive usually has anywhere between 3-5 princesses, although some of the largest hives are rumoured to have more than a dozen. Princesses are created when a drone or other worker caste individual consumes the Royal honey produced by their queen, triggering a metamorphosis into a more individualized form with a stronger sense of self identity, and the ability to mentally command the other workers of the hive.

Princesses are the only members of the hive not subject to the seemingly telepathic command of the Queen, and are able to act with full autonomy in all matters. While not as large as a queen, princesses are no less beautiful, with glittering jewel-like wings, a plumply swollen thorax, and a figure that would make any woman jealous.

A princess' primary role within the hive is overseeing the production of honey, and the health of gardens the hive Cultivates. Eventually each princess will split off and establish a new hive of her own, however some are more eager to do this than others, as the weight of a queen's responsibility can be incredibly restricting

It is relatively common for a Vespia princess to take multiple lovers, both inside and outside the hive, and any fertile eggs she produce will eventually hatch into the first members of her own colony. If the existing queen dies, or a princess spends sufficient time far from the presence of a queen, the absence of the queen's natural pheromones will eventually trigger full metamorphosis into her final royal form.

Vespia Queens

The matriarch of a Vespia hive, Queens are responsible for governing and managing the thousands of drones, warriors and other members of the hive, and for ensuring the safety and prosperity of the colony and it's lands. Queens have a connection to the colony hive-mind like no other, allowing them to see through their eyes and senses of any member of the hive, and to telepathically command her subjects at any distance. A queen can even take exact control over individual drones, warriors, and scouts as if inhabiting their bodies herself. Only Princesses, as budding queens of their own are free from the telepathic command of a queen. Although princesses especially are never without the oversight of their royal guards.

A Queen is also the only member of the hive capable of producing the pure Royal Jelly used to transform common workers into powerful princesses, and most queens will go out of their way to ensure there are always multiple princesses within the hive, ready to take her place should she die. Not only does this help to ensure the survival of the hive, but it serves to deter enterprising princesses from committing matricide in pursuit of power - as their sisters would be just as likely to ascend to the crown instead.

Queens are the only members of a hive, other than princesses, capable of producing fertile eggs. This makes the survival and sexual satisfaction of the queen of paramount importance to the colony as a whole, while also burdening the queen with the sole responsibility of producing offspring for her hive. While princesses can produce fertile eggs, they do not do so consistently, preventing them from fulfilling such obligations in any meaningful way.

Among other Races

Vespia are largely isolationist, and in most cases prefer to keep interactions with other races and civilizations to a minimum, but it is not unheard of for individual hives to form alliances with local populations for one reason or another. Most often, these relationships are tenuous bargains made to acquire trade goods or secure a regular supply of breeding hosts. On occasion, however, they do develop into more robust connections, allowing Vespia to intermingle more readily among other humanoid populations. Perhaps the most extreme example of this is the Hive of Bonehollow, who struck an alliance with the town of Witchwood, inhabiting the vast catacombs beneath the city streets.

In places where vespia share their lands - or even their homes - with races of other species, the nature of interactions is highly dependant on the culture of the hive, and goals of it's queen. Some queens are directly hostile to other races, leading to frequent confrontations and even wars between the vespia and their neighbours, while others are simply cautious or even welcoming of outsiders. The Hive of Mountaingrove, for example, maintains a psuedo-spiritual relationship with the nearby village of Sekkiyama, providing the people there with bountiful harvests and a ready supply of honey in exchange for regular offerings to what the locals know only as "Pollinating Spirits".

If travelling in the lands of other creatures, vespia will generally make a point of disguising their appearance with loose clothing and hooded robes, less out of fear or ridicule, and more to avoid drawing undue attention. Vespia in general are often quite secretive and untrusting of other races, especially those more concerned with progress and civilization than living in communion with nature. Few vespia will dare to reveal the location of their hives to outsiders, and if pressed will generally direct searchers to any number of false locations.

Playing a Vespia

When creating a vespia, start by choosing which of the various worker castes your character belongs to, and from there, think about why they might have left the security of their hive to become an adventurer. Whiles scouts might spend much of their lives exploring beyond the hive's territory, most drones are unlikely to ever step beyond the walls of their own honeycomb. Were you a warrior cast out for breaking some great taboo of your colony? A nymph gifted to the sultan of a nearby kingdom to help establish diplomatic relations? Or were you somehow in the wrong place at the wrong time, becoming stranded far from home after a diplomatic incident, or a teleportation spell gone wrong? The reason you have been separated from your hive will help define who your character is, and what makes them unique among their people.

Another thing to consider is how your character perceives the foreign civilizations you will encounter along your journey. Vespia are naturally isolationist, and very few of their kind ever meet with peoples of other races or cultures. Within a hive almost everything is shared, and the good of the colony or it's queen is always paramount over the wishes or good of the individual. Does your character find the disorder of other races confusing and disturbing? Or do they relish the newfound freedoms they have beyond the walls of their hive? Work with your DM to determine the level of familiarity you have with outside cultures, and how rare it is for vespia to be seen among them.

Finally, it is important to understand your character's goals as an adventurer. Unlike other races, who's personal ambitions vary widely and can often be in conflict with each other, Vespia are not used to living beyond the order of their hive, and often struggle to find purpose or meaning without the guidance of their queen. Working caste vespia are not born out of a desire to raise children or an ill-conceived night of passion - every individual is hatched with a purpose, and a place within the structure of the hive. How does your character react to the absence of this structure? Will they take up arms to defend some surrogate royalty? Do they seek purpose among a guild or religious order? How do they fill the void left by the absence of their sisters, or make decisions in the absence of their queen? Vespia are not made for a world of endless freedoms, and it can be illuminating to consider the world through the eyes of such a creature.

Vespia Names

Vespia are most often named for plants and flowers native to their hive's domain, or other forms of natural beauty and strength. A Vespia's "surname" is taken from it's hive.

Individual Names: Arbora, Ashe, Blossom, Clove, Cherrissa, Hemlock, Hawthorne, Laurel, Locus, Marigold, Morningdew Nutmeg, Orchid, Poesy, Sakura, Snapdragon, Thistle, Thyme, Willow, Wisp

Hive Names: Bonehollow, Deepthorne, Mountaingrove, Northforest, Morningsong, Willowdeep, Verdantia

Vespia Traits

A sapient waspoid born into a colony of sisters, you gain the following traits:

Ability Score Increase. Your Dexterity score increases by 2

Creature Type: Vespia ancestry is complex. Your creature types include Humanoid and Fey. You are considered Beastfolk (Insectoid) for the purposes of determining reproductive compatibility.

Age. The life-span of Vespia are rarely measured by the individual, with the survival of the hive and it's queen far outweighing the importance of a single individual. Nonetheless, Vespia are gifted with similar life spans to those of elves, with most individuals living an average of 500-750 years, while princesses or queens can live several times longer.

Alignment. Instinctively forming hives and colonies who's members work towards shared goals, Vespia are Lawful in alignment, and arguably good. Although some hives have less concern for other races than for themselves.

Size. While the royal castes of a hive may be larger, most vespia are roughly the size of a normal human. Your size is medium.

Speed. Vespia are agile both in and our of the air. Your speed is 30 feet.

Sexual Characteristics. While the degree to which they express sexual characteristics may vary, all vespia are female. You have breasts, a pussy, an ass, and an ovipositor. You lack a womb, however, and reproduce by laying fertilized eggs inside other creatures.

Buzzing Flight. All Vespia are born with gossamer, insectoid wings, however most individuals are not capable of powered flight until they reach full maturity. You are capable of gliding through the air in a controlled descent, moving 5 ft horizontally for every 1 ft you descend.

Beginning at 7th level, you gain a flight speed equal to your base speed, and at 11th level, this flight speed is doubled.

High Metabolism. Vespia are evolved to consume vast amounts of nectar and honey to maintain their high metabolism. You require twice the amount of food and drink to avoid exhaustion.

Honeyed Mounds Vespia are not mammals, and do not actually produce milk from their breasts. Instead, your breasts store and produce honey, growing or shrinking in size based on how much of this honey is stored. By default your breasts have a size category of medium. This increases to large if you have not expressed this honey in at least a week, or decreases to small if you are suffering form any levels of exhaustion.

Invigorating Honey. Vespia Honey is an effective stimulant, designed to sustain each other through extensive working hours. During a long or short rest, you may expend one or more hit dice to produce a number of servings of honey equal to the number of hit dice spent. A creature who consumes at least one serving of this honey does not require food or sleep for the next three days, and may add the value of your hit dice to it's next saving throw.

Insectoid Limbs. You have four arms instead of two, each of which are equally capable of manipulating objects and wielding light weapons. Weapons wielded in your additional arms are wielded as if in your "off-hand", and you cannot use these additional limbs to wield multiple two-handed weapons.

Movement Based Vision As insects, Vespia have eyes best suited to decipher color and movement. You have disadvantage to perceive objects or creatures while both you and the subject of your vision are stationary. You see in dim light as if it were darkness, and in darkness as iif you were blinded.

Pheromone Communication. Within their hives, Vespia communicate primarily through pheromones signals and subtle hand gestures, which are indecipherable to other races. You may communicate wordlessly vespia and other vespia within 120 ft of you, so long as they can see or smell you.

Smoke Aversion. Your insectoid lungs are particularly susceptible to smoke and similarly dense clouds. You are poisoned while within an area of smoke or any cloud dense enough to obscure vision.

Languages. You can Speak, Read, and Write Common, Vespian, and Sylvian.

The Influence of the Hive

All vespia are indisputably affected by the presence of their hive, and the linked hivemind through which they are connected to their queen, but some hives rely on this connection more than others.

Most vespia adventurers come from hives who's hivemind is relatively weak - either because the colony is still young and it's queen still inexperienced, or because individual autonomy has provided the hive additional advantages in their environment.

While no vespia of a working caste can deny the call of their Queen, or disobey a direct command given to them by a member of the Royal castes of their hive, this biological imperative does not extend to the royalty of other hives.

Drone

The vast majority of any hive is made up of drones, who serve as workers and labourers for their queen. While it is uncommon for drones within a hive to have enough personal autonomy to become adventurers, those separated from their hive by circumstance will sometimes take up the mantle to survive.

Ability Score Increase. Your Constitution score increases by 1

Worker's Might. Drones are accustomed to heavy burdens and unending labour. The amount you can lift, drag or carry is doubled, and you treat exhaustion as if it were one level less.

Hive Mentality. Without the constant presence of their queen, drones are often susceptible to control by others. You have disadvantage to resist effects or conditions that would manipulate your thoughts or emotions, such as the *Charm Person* or *Dominate Person* spells.

Adhesive Resin. The honey produced by drones is thicker and stickier than that of other castes, and while still edible, quickly cures into a hardened resin that can be used to build barricades or even form tools and weapons. Your honey may be used as an adhesive resin. A single serving of your honey can be used to coat 1 square ft of material, and takes 1 minute to harden, after which it requires a DC 20 strength check to break. Objects made from this resin have a hardness and durability comparable to iron or bronze, and have roughly 15 hit points per pound of resin.

Nymph

Nymphs are seductive and beautiful above all else, and excel at maintaining the morale and health of their hive. Like drones, Nymphs are unlikely adventurers on their own, but often accompany other members of their hive on such endeavours, especially when specific forms of diplomacy are called for.

Ability Score Increase. Your Charisma score increases by 1

Pollen Perfume. Nymphs produce an aromatic pheromone which, when mixed with local pollens, can be trigger increased arousal and in those around them. You know the *Primal Musk* and spell, and may cast it twice without expending a spell slot, after which you must complete a short rest before you may do so again Charisma is your spellcasting ability for this spell.

Nymph's Caress. Seduction and physical pleasure come naturally to a nymph. The stimulation dice of your mouth, tongue, breasts increases to 1d8 instead of 1d6, and the stimulation dice of your ass increases to 1d10. You gain proficiency in all forms of unarmed advance, and the stimulation of these advances increases to 1d4.

Undeveloped Wings. As a servile class to other vespia, Nymphs lack the fully developed wings of their sisters. You retain the gliding capability granted by your *buzzing flight* racial trait, but do not develop a flight speed at 7th or 11th level.

Medicinal Honey. The honey of a nymph can have both healing and soothing effects on those who consume it. A creature who consumes at least one serving of this honey gains your choice of one of the following effects:

- For each serving consumed a creature regains hit points equal to 1d8 + it's constitution modifier + your proficiency bonus.
- For each serving consumed a creature's arousal is reduced by 1d8 + it's constitution modifier + your proficiency bonus.

The healing or soothing provided by this trait increases by 1d8 at 7th level, and again at 14th level. The medicinal properties of this honey do fade after a time, however, and has no effect if consumed more than 7 days after it was produced.

Scout

Quick, agile, and more independent than their sisters, Scouts are often used to survey new lands or serve as diplomatic envoys. Because of this, they spend more time outside the hive than perhaps any other vespia, and are the most likely to become adventurers in their own right.

Ability Score Increase. Your Wisdom score increases by 1

Scout's Speed. Scouts are faster and more agile than their sisters. Your speed increases from 30 ft to 40 ft, and you have advantage on dexterity saving throws if you have moved at least 10 ft since the start of your last turn.

Wild Honey. Scouts are often the first to sample the nectar of new plants and flowers, producing unique blends of honey which they bring back to the hive. A creature who consumes at least one serving of this honey gains one of the following effects at random:

- The creature gains the hyperaroused condition for the next 1d4 hours.
- The creature is affected as if by the *haste* spell for the next minute, after which it gains a single level of exhaustion.
- The creature immediately recovers from a single level of overstimulation. If the creature has no levels of overstimulation to recover from, it instead becomes intoxicated for the next 1d4 hours.
- The creature regains 1d4 spent hit dice, or 1d4 spent recovery dice.
- The creature is paralysed for the next minute.
- The creature gains darkvision out to a range of 60 ft. If the creature already has darkvision, it instead has disadvantage on perception checks while it or the subject of it's vision is in direct sunlight
- The creature regains a single expended spell slot of 3rd level or lower. If the creature does not normally have spell slots, it instead rolls on the lewd wild magic table found within this document.
- The creature immediately recovers from a single level of exhaustion. If the creature has no levels of exhaustion to recover from, it instead becomes poisoned for the next 1d4 hours.
- The creature gains numbing points equal to twice it's level.
- The creature is affected as if by the *speak with animals* spell for the next 10 minutes.
- The creature gains resistance to one of the following damage types for the next hour: Acid, Cold, Fire, Lightning, Necrotic, or Radiant. This damage type is determined at random when the honey is produced.
- The creature becomes infatuated by the next creature it sees for the next 1d4 hours.
- The creature immediately takes 1d6 poison damage and is stunned for the next minute while it expels the contents of it's stomach.

Honey produced as part of the same rest will always share the exact same effect, allowing you to make more predictable use of it's properties, but it's effects cannot be determined until consumed. The potency of this honey fades over time, and has no effect if consumed more than 7 days after it was produced.

Warrior

Warriors are the steadfast defenders of the hive, and have a heavier build than their sisters. They receive special training in various forms of combat, and make for excellent adventurers on the odd occasion they choose to do so.

Ability Score Increase. Your Strength score increases by 1

Combat Training. Warriors are trained to make more effective use of their 4 limbs in combat. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a single bonus action to make up to three attacks with different light melee weapons that you are holding in each of your other hands. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If any of these weapons have the thrown property, you can throw the weapon, instead of making a melee attack with it.

If you have the two-weapon fighting style or the dual wielder feat, you apply their benefits to each of your 3 additional arms.

Bulky Carapace. Because of their heavier carapace and larger build, warriors are not exceptionally suited for stealth. You have disadvantage on stealth checks, and cannot enter or move through spaces too small for a medium creature to pass without squeezing.

Spiced Honey. Warrior honey is an acquired taste, with far more heat to it than that of other vespia. A creature who directly consumes a serving of your honey must immediately make a dc 15 constitution saving throw, taking 2d6 acid damage on a failure, or gain 2d6 acid stimulation on a success.

As an action on your turn, you may use a single serving of your honey to coat one slashing or piercing weapon, up to three pieces of ammunition or one sexual implement. A creature hit by the honeyed object or ammunition is must immediately make a dc 15 constitution saving throw, taking 1d4 acid damage on a failure, or gain 1d4 acid stimulation on a success. Once applied, the poison retains potency for 1 minute before drying.

Royal Metamorphosis

There is a chasm of power between the capabilities of the Royal Castes of vespia, and that of the common worker. The following racial options span an odd gap between subrace and deific boon, as they each prepresent a unique metamorphosis which can only be triggered by consuming "Royal Jelly" direct form the source - a reward granted to only the most loyal or exceptional members of a hive. As such, they should be granted **only at the discretion of the DM**, usually to characters of at least 17th level.

Any working caste vespia can undergo Royal Metamorphosis, even those who became vespia through metamorphic conversion, but each individual can only do so once: becoming either a Princess or a Royal Guard. A Royal Guard can never become a princess.

Royal Guard

If warriors are the defenders of the hive, Royal Guard are the elite defenders of the royal family itself. Powerful fighters and defenders who's armored carapace obscures a sleek and efficient frame capable of incredibly rapid movement. Each royal guard sports a unique horn structure atop their yeah, not unlike a beetle, which can be used to deadly effect.

The metamorphosis of a royal gaurd is triggered by consuming the freshly produced Royal Jelly of a princess, or the diluted Royal Jelly of a Queen.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Royal Grace. Royal Guards move with speed and grace that would seem impossible for their size. You know the *Haste* spell and may cast it with a range of self. You may do so once without expending spell slots or material components, after which you must complete a short or long rest before you may do so again. When cast in this way you have advantage on all checks made to maintain concentration on the spell

Knight's Carapace. While you are not wearing any armor, your armor class equals 12 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Ebony Horn. You gain a natural weapon in the form of a deadly ebony horn, with which you are proficient. This horn has the Light ant Finesse properties, and does not require a had to wield. Your horn deals 1d8 piercing damage on hit, or 3d8 piercing damage if used as part of a charge attack.

What is "Royal Jelly"

Royal Jelly is a unique substance produced only by Vespia Queens and Princesses during the height of sexual climax. Because of this, Royal Metamorphosis generally requires the subject to perform oral sex on the Queen or Princess who is granting them this boon.

Not only does this process prove the trust and devotion of both parties to each other, but it sexually bonds them in ways that are still poorly understood, transforming the subject's loyalty into an unbreakable Geas, which makes it nigh impossible for them to disobey or act against the interests of their patron

Princess

Within a have, the authority of a Princess is second only to that of the Queen. Tasked with maintaining order and eventually with the founding of their own hive, Princesses are considered the only true Daughters of a Queen.

While not a physically intimidating as their a Royal Guard, Princesses are no less majestic, often so strikingly beautiful as to entirely captivate those who see them without even a hint of their innate magic Metamorphosis into a princess can only be achieved by consuming the Royal Jelly of Queen directly form the source, during the height of the Queen's passion.

Ample Endowment. While not as large as a Queen, Vespia Princesses are still more exceptionally endowed. When making sexual advances, you may choose to be treated as one size category larger or smaller for the purposes of determining stimulation dice.

Princess's Beauty. Vespia Princesses naturally produce an aromatic mix of pheromones, designed to enhance their allure within the hive. Creatures see your naked form must succeed on a DC 18 wisdom saving throw or be affected as if by the *Enthrall* spell for the next minute, or until your naked form is no longer visible to them. A creature who succeeds on their saving throw is immune to this effect for the next 24 hours.

Royal Pheromones. Princesses are capable of emitting a cloud of potent pheromones that increase the desire and suggestibility of those around them. You know the *Pheramone Bloom* and *Incite Lust* spells and may cast them each once without expending spell slots or material components, after which you must complete a short or long rest before you may do so again.

Royal Jelly. During the height of Climax, Princesses produce a lesser form of the same Royal Jelly that triggered their own transformation. This Jelly is a potent aphrodisiac, causing any creature who consumes it to become immediately infatuated by the princess for the next 1d4 hours, and can even trigger a royal guard metamorphosis in other vespia if consumed direct form the source. The substance is only potent enough to cause infatuation for a few hours after it is produced, after which it becomes inert.

Moreover, the Royal Jelly of a princess is considered sacred, however, and consuming it is treated as a great honor. No Princess will knowingly allow her royal jelly to be consumed by any but her most trusted lovers.

Becoming a Queen

Unlike Royal Guard, Princesses are capable of undergoing a second and final metamorphosis. When in the absence of their Queen for an extended period, a princess will naturally begin producing hormones that prepare her body for this metamorphosis.

Once suitable circumstances are met and a safe environment is prepared, the princess will enter a state of torpor for several days, as she undergoes metamorphosis into a Queen of her own right. This process is incredibly resource intensive, however, and a princess must consume months worth of nutrition in the days leading up to her transformation.

Because of the responsibilities required of a Vespia Queen, this final metamorphosis invariably marks the end of any adventuring princess's life outside the hive.

Xio

As Lashel stretched itself across the soft flesh of it's newly acquired host, it found and unsettling sense of... sadness at the loss of it's former bond. Vera had been a good host: attentive and amiable to it's needs, kind, and anything but fearful. Lash was unsure if this new host would be so accepting, but there was little choice but to make the transition.

Despite all her generosity in allowing the symbiote free-reign of her body, Vera was quickly becoming an unsuitable host. After a year spent all-but comatose within the throws of Lash's breeding phase, The young fiend had never truly recovered. And her increasingly frequent outbursts were proof that real damage had been done. Lasheal felt guilt for this. It had been too eager to establish it's colony, to naïve to understand the effect the broodmother state would have on it's host.

Yet Vera had never held the experience against her. In truth, The succubus was likely eager to return to that blissful state, not unlike an addict struggling to recover in the presence of her drug. Truly, this was the only way to ensure the girl's recovery, despite the pain it would cause them both...

Engineered Symbionts

Xio are a unique species, unlike any other life-form native to Terra. First grown in the genetic laboratories of the Thoc'Rah, under the looming threat of war with the Illithid Empire, Xio were conceived as a sort of living armor for their more humanoid creators, and on their own, appear to be nothing more that than vaguely insectoid plates of armor. With limited mobility and very little agency in the absence of a host, Xio become powerful companions when worn by a willing host, and are able to not only enhance the abilities of their wearer, but act as powerful combatants in their own right.

Despite their parasitic nature, Xio are mutualistic organisms, who will rarely bond only with a host who is not willing. However alien the Xio may be, they come in peace, and exist to aid their hosts in defence of freedom.

Ancient Experiments

At the time of the First Spawning, The Thoc'Rah and their allies were fleeing from overwhelming threat. With each new world brought under siege by the Illithid empire, new slaves and species added to the enemy numbers, and if the Resistance were to have any chance at survival, the resistance needed to make the most of their relatively small numbers.

To this effect, the Xio were Engineered by their creators to serve as powerful companions and augmentations to the surviving rebel fighters. Woven together from the lifethreads of Qual'Ath, Thri-Kreen, and a dozen other species from shoggoth to darkmantle, The goal of the Xiophorm project was to create a sort of living armor that would be capable of not only repairing itself, but of drastically augmenting the abilities of the wearer, and even protecting a host who was too injured to defend themselves.

Unfortunately, their Thoc'Rah were wiped out in a surprise attack before the Xiophorm project could be properly tested, and only a few sparse prototypes survived. Left to wait for untold millennia, it was not until one of these Prototypes, known as Lasheal, was rescued from certain death by a halfblood succubus, that the Xio were first able to truly experience the world.

Much has happened in the millions of years since the Xio were first created, and the world is not necessarily as accepting of their alien nature and appearance. Thrust into a world with little knowledge of who they are or where they came from, the Xio are effectively infants, still seeking to discover their place among the other races of the world

Dungeon Origins

The Xio are a race not only native to Terra, but to The Dungeon itself. First developed in the ancient Thoc'Rah facility which would later be used to Imprison an eldritch god of pure and unbridled lust, the Original Prototype creatures survived the destruction of their creators, only to be locked in suspended animation for untold thousands of years.

One such prototype, by the name of Lasheal, eventually became the progenitor of Its entire race. Left abandoned since the time of the dinosaurs, Lash was found near death in a recently damaged stasis chamber by the half-succubus Vera, who had been led to the location by strange visions from the eldritch Mistress of Desire. Because of its damaged and incomplete state, Lasheal remembered little of it's existence before this point, and even now, details of the time before are scarce.

Shortly after bonding to it's Succubus Partner, Lasheal's genetic programming began driving it to breed, in an attempt to establish the first colony of xio within the dungeon. Neither xio or host truly understanding what that meant, Lash and Vera collectively decided to become Broodmother and host, producing a large, but unknown quantity of newborn Xio, which were later distributed across the dungeon during their travels.

When Vera eventually slipped into a comatose state after nearly a year as Broodhost, Lasheal became panicked, and abandoned it's few remaining memories of the time before in order to revert to a Drone state. After Vera awoke from her coma, the pair began journeying through the dungeon in search of hosts for the new offspring, but it became quickly apparent that there was long-term damage to Vera's psyche; damage which caused her succubi desires to frequently overwhelm her conscious mind, sending her into a nearly feral state until she had fed.

Lasheal became increasingly adamant that they must find a new host for itself, in order to preserve Vera's remaining sanity, and potentially allow her to recover. With the understanding that a flaw in It's genetics prevented the xio progenitor from bonding to non-virgin hosts, the pair chose to begin arduous trek to the upper layers of the dungeon, a Journey which took the better part of two years.

The Dire Separation

Upon arriving in the Safe passages, Lasheal and It's host eventually encountered a young girl by the name of Vlana, who had found herself in the dungeon, perhaps not entirely on accident. Taken with the Sexual thrill or Lash's initial touch, The impresionable young cleric hastily agreed to serve as a new host, and Lasheal wasted no time bonding with her, much to the disappointment of Vera. The succubi, having grown emotionally attached to her Xio companion, no longer wished to be separated, but Lasheal would not be swayed. Still seeking each other's companionship, as well as that of the new host, Vera, Vlana, and Lasheal became a polycule of intimate desires and alien passions - but all was not well.

Over the next two years, the Xio spawned by Lasheal and Vera began to bond with their first hosts. But absent of a broodmother to command their colony, many became twisted into deviancy, abandoning healthy symbiosis in favor of a more parasitic control over their hosts. While this deeply unsettled Lasheal, it was still traumatized by the harm it had caused Vera, and could not bring itself to re-enter the broodmother state.

Meanwhile, Vera herself had been searching for a way to cure her condition, and prove to the xio that she could still serve as a viable host. In truth, the succubi would have gladly given up her self and identity to return to her role as Broodhost, even if it left her permanently comatose. She wished only to regain the deep connection she once shared with her dearest friend.

It is only recently, with the additional information about Xio biology brought back from an expedition into the Deep Dungeon, that Lasheal has been willing to consider a return to the broodmother state. With the help of the tentacle witch Sophie, and the powerful Wizard Runar, it may be possible for Lasheal and Vera to bond again, and return to their roles as Broodmother and host safely. Vlana has vowed not to interfere in this new bonding, but only time will tell if the desperate gamble will work, or if the xio of The Dungeon have already lost their way.

Alien Personalities

As a whole, Xio are a symbiotic and mutualistic race. However, their morality is often strange and alien to outsiders, based not on the concepts of good and evil, but on what is most advantageous to their hive and host. To a Xio, the needs of the whole is more important than the needs of the individual, and Xio are more than content to put themselves in danger for a cause they believe in - be it the survival of their colony, the wellbeing of their host, or something much more abstract. As a rule, Xio often seem detached or aloof, and tend frame the world around them in terms of logical calculations, rather than emotions.

Fun and other subjective concepts like love or friendship can be difficult for a Xio to understand at first, and the passionate emotions of most humanoids are unfamiliar and sometimes even startling them. They generally see the world in terms of what is useful or not useful, and this logical efficiency can make them seem cold, or even dangerous to other races. At their core, however, Xio are loyal protectors, and rarely have anything but the best interest of their community and companions at heart.

Individually, Xio have a tendency to pick up personality traits from their host, albeit not always traits visible on the surface. Its not uncommon for a Xio to reflect more repressed parts of their hosts mind, or to express thoughts and feelings that their host would normally keep hidden. While they may be coldly objective by nature, a host's passions and emotional state have much more impact on a Xio than most would willingly admit. That said, Xio are unique individuals, and their personalities are informed, not dependent on that of their host. Just because their host feels of believes something, does not mean a Xio will feel the same.

Hive Structure

Xio society is hive-like and insectoid, with large colonies of specialized workers all operating under the instruction of a large queen or broodmother. These colonies usually locate themselves in or near large population centers, such as cities, kobold dens, or goblin mines. A broodmother will seek out societies or cultures who are receptive to the symbiotic nature of the Xio, and the colony as a whole will work in close cooperation with their host city to help ensure they remain welcome.

Much Like a hive of insects, Xio follow a biological caste system, composed of sentinels, drones, seekers, and above all others, a reproductive broodmother, capable of producing hundreds or even thousands of offspring a year -given the right conditions. This biological caste is defined for a Xio at birth, based on the needs of the hive, or the society with whom they cohabitate, and each caste serves a particular role for the hive, and tends toward certain personality traits.

Drones are the basic workers of a hive, and make up a majority of the population. They adhere strictly to a set of beliefs or morals - usually those of the broodmother - and are often zealous in their adherence to law or tradition. Drones are also the least individualistic of the castes, fiercely loyal to the whole, as opposed to the self, prioritizeing the needs of the colony above the interests of the individual. This can sometimes put them at odds with more individualistic societies, or even their own host.

Sentinels are the defenders of the hive, and serve as elite soldiers or generals within the combined host society. They are most decisive and prone to snap decisions, and can be quite bullheaded once they set their mind to things. They enjoy violence and rough sex more than other castes, but are get fiercely defensive of those they protect, and consider themselves servants rather than rulers

Seekers more flexible than the other castes, and the most impacted by the nature and psychology of their hosts. A seeker's role in the hive is both that of the diplomat, investigator, and to some extent, scientist. Often sent out into the world as scouts or spies, they value information, and are better at functioning outside the hive than most other Xio. Because of this, seekers are allowed to be more individualistic and experimental than their brethren, often forming unique opinions or approaching complex tasks with creative problem solving. What seekers learn through their exploits, they bring back to the hive and add to the collective knowledge of their colony, allowing it to grow and adapt generation after generation.

An outlier among the Xio are Deviants - Individuals who have abandoned their hive altogether, and taken on a more parasitic nature. These Xio generally treat their hosts more as slaves or property, seeing them purely as sources of energy to be used and disposed of once they have outlived their usefulness. This drastic departure from the mutualistic nature of the colony means that Deviants are almost universally hated by other Xio, and are considered enemies of the hive. Deviant Xio no longer fit into any particular caste, and there personalities can vary widely, but they generally value independence and ambition - frequently seeking personal power in pursuit of these ideals.

Feeding and Biology

Runar's early studies theorized that Xio fed on psionic energy, as opposed to arcane, based on the way Xio respond to heightened emotion in their host. This was later proven false, but not before many Xio were paired with hollowers or other mentally unstable individuals, who would presumably have been "balanced out" by the Xio's feeding. While Xio do have some stabilizing effect on these individuals, it is mostly due to their nature as constant, stable companions, and their ability to help regulate the host's natural hormone production.

In reality, Xio feed primarily on Arcane energy and excess stress hormones like adrenaline. They absorb a little bit of additional nutrients from the food their host consumes, and in the case of Dungeon Xio, from sexual fluids like semen, but mostly they feed off of magical energy that has been processed by the host's body. This means they are ideally suited to bond with spellcasters, but unfortunately incompatible with their Qual'Auth creators, and other races who have an aversion or intolerance for magic.

Because arcane energies tend to manifest most powerfully during states of heightened stress and emotion, Xio require hosts who regularly experiences these states. In the Dungeon, that usually means that a Xio is constantly keeping their host on at least a low level edge, but the rush of combat or other highly charged states works just as well. The benefit of arousal is that it can be constantly maintained at a low level, with far less damage to the host than other potent emotional states. Broodmother Xio are, however, an exception to this rule.

Broodmother Queens

A Xio colony cannot exist without a Broodmother, and larger hives sometimes contain as many as six such individuals. Broodmothers are former drones who have undergone a radical metamorphosis, growing in size to be several times larger than their host. This transformation can take several weeks and results in an enormous creature more visually similar to a drider or spider-drake than a suit of living armor

Much like an insect queen, a Xio Broodmother serves as the sole reproductive member of it's hive, collecting genetic information from other members of the colony in order to tailor it's offspring to available host races. Broodmothers also serve as living library, containing the collective experiences and genetic history of their hive.

A Xio broodmother requires vast amounts of energy and nutrients to sustain it's larger body and reproductive activity. To achieve this, a broodmother must keep it's host in a state of permanent overstimulation, drawing on the constant overflow of orgasmic release to sustain itself. This can be quite damaging to the host's psyche, and most broodhosts eventually enter a sort of coma in which their conscious mind is overwhelmed by years or decades of overstimulation, leaving only the subconscious intact. With enough time spent in this state, a broodhost generally loses it's ability to function independently, becoming almost feral, or after enough time, vegetative.

Because of this, Broodhosts are revered, perhaps even above the broodmother itself, for the personal sacrifice they have made. No Xio begins the transformation into a broodmother lightly, and only hosts of the highest station, who understand and choose to make this sacrifice are allowed to bond with a potential broodmother.

Technically speaking a Broodmother can revert back to a drone if necessary, splitting away from it's expanded insectoid body to escape certain danger. However, this is serves as a last resort only if the hive itself is at risk of total destruction. Aside from being incredibly traumatic for both colony and broodmother, reverting back to a drone can result in the loss of decades or centuries of gathered knowledge and genetic information stored within the abandoned tissues.

Experience and level.

Just because a Xio colony contains individuals of great knowledge or skill does not mean that new Xio will be born with the abilities or class levels of a fully fledged adventurer. Only the broodmother can hold and process all the generational knowledge of the colony, and when producing new offspring, it must decide what information is important to pass on to each individual.

A hatchling Xio might start with few levels in a particular class upon it's first bonding, if the broodmother sees the need to sire young with a particular skillset, but knowledge alone does not make a class. New members of the colony should never start with more than 4-5 levels total, between any classes they might have. Xio do not gain any particular bonuses to skill or knowledge checks compared to other characters of their level.

Newborn Xio

While not exactly a true hivemind, as most individuals aren't psionically linked in any direct way, Xio do operate as a hive, and the broodmother can read the thoughts and gain access to the knowledge and experience of any individual Xio within several miles. As the hive expands, each member of the colony shares genetic information about potential hosts, and pools their knowledge about the world they live in, allowing the hive to grow and thrive within their environment.

The "Eggs" laid by a Broodmother are actually more along the lines of a chrysalis, and consist of a fully formed and mature Xio, wrapped around a core of stored arcane energy that serves to keep the newborn Xio alive for up to a century in an inactive state, while it waits for it's first bonded host. These arcane cores are normally consumed by the Xio to help fuel their first bonding, but are considered rare and valuable biological resources capable of storing vast amounts of magical energy. As such, a black market for them has developed in certain places, and Xio nurseries are increasingly seen as lucrative targets for unscrupulous poachers - often working in conjunction with Xio deviants.

Unlike many races, Xio are born fully developed, with an adult - if alien - intelligence, and a generational knowledge of the world around them. This doesn't mean that a new Xio knows or remembers everything it's hive has ever experienced, but broodmothers make sure to pass on crucial pieces of information to their young, such as the geography of the land, the value of consent among hosts, and the social customs of common host races.

Tactile Telepaths

While most xio are not telepathic on the level of races like the Illithid or Shardmind, they do possess a limited form of telepathy that allows them to communicate directly with their hosts, or other creatures they are touching. A bonded xio has a strong conection to it's host, not just physically, but mentally as well - allowing it to sense it's hosts emotions and surface thoughts - so long as the host does not take steps to purposefully block out this connection. Even if a host is refusing to speak with their xio, the symbiotic companion can often gain much insight into the mood of their wearer by sampling the hormones and other chemicals in their system.

This tactile telepathy is present among xio even before their first bonding, and it is common practice for xio still in their chrysalis to speak with potential hosts in this way before choosing to form a bond. Placing your hand on such a chrysalis opens a two-way line of communication between yourself and the newborn xio.

A Myriad of Forms

No two xio are truely alike, and their multitude of forms can encompass a breathtaking variety of appearances - even among individuals of the same caste. But there are a few constants that can always be relied upon.

The nature of a Xio's body is generally insectiod, if not in appearance, at least in structure. This is most apparent when a xio is separated from it's host, as it's amorphous pseudopods bind and connect it's armor-like components into an ant or arachnid-like shape. Xio have anywhere from three to six "eyes", which see the world in a hue-shift of alien colors. Located on the portion of their body that serves as the head when they are not bonded, these eyes are not always obvious, but are easy enough to identify with a careful search, and can be blinded just like those of any humanoid. As their most universal feature, all xio have some degree of hard, chitinous, plating - even if that plating appears to be made up of polished metal or resinous oceanic coral.

Sentinels are the most heavily protected of the xio, taking forms reminiscent of heavy armors like plate-mail or splint. Drones have fewer areas of hardened carapace, often appearing to be more akin half-plate, or other medium armors like spiny hide. Seekers have a more leathery tissue, with hard plates sometimes only appearing along the spine, where the xio's central nervous system lies - such xio might be mistaken at first glance for fine cloth garments, or even lingerie. Deviants are more variable than their caste-bound broodkin.

Whatever a xio's role in the colony, it's outer appearance is a reflection of it's personality, and that of it's host. Xio worn by a druid or nature cleric may appear take on the appearance of tree-bark or mycological motifs, while a Xio bonded to a paladin of light is likely to appear more like a suit of shining armor, with strange Iridescent hues. Each host a xio takes has a lingering impact on it's form, even as it bonds to new companions.

Subconscious Shapeshifters

While Xio are by their nature capable taking on all manner of exotic shapes and forms, they are not shapeshifters in any traditional sense. A Xio's form is a response to the biology and subconscious of it's wearer, and while a Xio can shift portions of it's body around to hide or reveal potions of a host's skin, it cannot purposely change it's appearance in any meaningful way. Xio can generally pass for exotic or magical armor, especially to those who have never met their kind before, but they will rarely pass for standard mundane equipment.

Seekers have some amount of greater control over their appearance, with an ability to shift their membranous tissues to resemble different sorts of garments such as leather tunics or fine dresses, but they have little control over their color or general aesthetic. A seeker that has adapted to look like an angelic robe of silvery feathers will look like an angelic assortment of lingerie when adjusting itself for the bedroom.

A xio also cannot lesson it's total size or bulk - meaning that in order to appear as something like lingerie, the living armor must shift it's mass to other parts of the ensemble, like an oversized hat or a pair of decorative wings.

Wildshape and More.

Xio are generally considered immune to any spell or effect that would alter their form, such as polymorph, but if such a spell or effect is applied to their host, the Xio will naturally reconfigure it's body to remain bonded. While it's host is transformed in this way, the xio is limited to actions it's host's body would physically be able to perform.

Xio are not, however, immune to transformation effects they apply to themselves, such as a druid's wildshape, or the shapechange spell - but they are subject to certain limitations: Xio cannot transform into a creature or object of a size category smaller than their host, and as a general rule Xio retain the general nature of their magical or alien appearance, rather than perfectly resembling the creature or object they are transformed into. While a xio is transformed in this way, it's host is bound tightly within the transformed body of the xio, and is restricted to actions the xio's body would physically be able to perform.

Playing a Xio

Xio are perhaps the most alien race to be found in all of Terra, and it is important to consider this when making a Xio character. Not only should you think about what drives your Xio, but what sort of relationship they share with their host, and how both characters relate to the world they live in.

Does your Xio attempt to conceal it's presence or nature as a living creature, or are Xio welcomed and accepted within the world they inhabit? Would the characters consider themselves to be friends? Lovers? Or is their relationship simply one of necessity?

Because most Xio will bond only to a willing host, make sure to think about why your host chose to accept that bond. Is cohabitation with xio a cultural norm for their people? Did they seek out a xio companion for the sake of power or to overcome some great obstacle in their adventures? Or perhaps your Character has been able to give them back something stolen from them by way of great injury or some other disability. There are a myriad of reasons why someone might choose to become the host of a Xio.

If you instead choose to play a deviant xio, consider how they treat their host (or hosts). Are they cruel and uncaring, using their hosts as little more than disposable food sources? Or do they collect hosts like pets, treating them as lesser - but no less beloved - companions? Did they become a deviant by choice? Or by some ill-fated accident which left them tainted and unable to return to their colony?

Xio Names

Xio lack a concept of true individuality, and don't expressly name their young. However most Xio find it useful to adopt names for the purpose of interacting with other races. Xio often adopt names based on powerful concepts within the minds of their hosts, and may even change the name they identify with when moving form one host to another

Xio Names: Armoura, Arachnae Brood, Dominion, Legion, Lasheal, Miracle, Mindcrawler, Zeal

Xio and Consent

Consent is the number one rule here in the dungeon, and with a race as strange and alien as the Xio, the line of consent can sometimes be a little fuzzy. The general rule we enforce and abide by is that whatever the relationship or interaction between a Xio and Host might be, all *players* involved must consent to the situation. A xio can be bonded to an non-consenting host, only if the *player* of that character agrees to such.

Similarly, it's important when roleplaying a Xio to be aware of the limits and comfortability of other players who you are exposing to those interactions. If your Xio Bonded to a non-consenting host, or has a less-than-human understanding of what consent means, be sure to take that into account when roleplaying those elements in both public and private spaces. Just because you are not directly talking to someone's character does not mean your RP isn't making them uncomfortable.

Player Dynamics

Because Xio must be bonded to a host in order to be effective, they can be a little trickier to play than other races. The deviant subrace can make this simpler, but also adds some confusion. Here in the dungeon there are four main ways to handle a Xio character:

Shared Custody: Start by looking around for another player who would like to play as their host, or to have one of their existing characters become a host to your Xio. This works well if you want to really experience the unique interplay of two characters living so closely together, but it can be hard to play if you have to wait for your partner to be online. We recommend establishing a sort of "shared custody" so that each of you can play the other's character to at least a limited extent when your partner is not online.

Double Down: If you don't want to deal with another player, but still want your Xio to be bonded to a leveled character, then just... Use two character slots. Both characters belong to you, and you can RP them normally. Just try not to monopolize RP spaces talking to yourself, and be aware that some LKs may not want to run adventures or encounters where a single player is running multiple characters, especially if no one else is involved.

Common Host: If you want full control of both characters, but don't want to use two slots, then you can play a Xio who's host is a non-leveled Commoner. Basically the host is treated like a familiar or attendant, with no real agency of their own, aside from in conversation and RP. Just be aware that this can put you at greater risk in encounters, since your host is much easier to incapacitate.

Deviancy: Deviant Xio are a subrace that use their hosts like batteries or puppets, usually not even allowing them to remain conscious. If you want to play just the Xio, this can be a good option, but be aware that Deviants are generally seen as the bad guys, and may not be welcome in many places. Not to say deviants are alignment locked or anything - just know that your character will have to deal with the stigma against deviants.

Xio Traits

As an intelligent suit of biological armor, you gain the following traits.

Ability Score Increase. Your Constitution score increases by 1.
Creature Type: Xio are Alien organisms engineered by the Thoc'Rah. Your creature type is Aberration.
Age. As long as you are able to remain well fed, Your synthetic biology will never expire. You have no maximum life-span, and show no recognizable signs of old age.
Alignment. Xio hold no predisposition towards any particular alignment, however their alien nature can make them seem chaotic or even evil.
Size. Your body adapts to fit tightly to the body of your attuned host. Your size category is determined by that of your host
Speed. Xio are generally reliant on the body of their host for movement. While worn by an attuned host, your movement speed is equal to that of your host. While not worn by an attuned host, your movement speed is instead 20 ft
Sexual Characteristics. While only Broodmothers are reproductively fertile, all Xio are equipped with an an array of pseudopods and an ovipositor, with which they can stimulate sexual partners - especially their hosts - even implanting infertile eggs.
Engulf. Your alien body allows you to engulf other creatures even while you continue fighting. You do not require a free hand to attempt to grapple a creature.
Engineered Biology. Your amorphous body was specifically designed to counter biological threats and weaknesses, but does poorly against other types of threats. You gain resistance to poison, and have advantage on saving throws against disease, sleep effects, and the poisoned and paralyzed conditions. However you are considered vulnerable to both acid and psychic damage, as well as psychic stimulation.
Living Armor. Your amorphous form is nevertheless engineered to serve as armor. Your AC equals 10 + your dexterity modifier, + your constitution modifier. While wearing you, an attuned host's AC is calculated as listed in your subrace. Neither you nor your Attuned Host can wear light, medium, or heavy armor. When using a shield, you may still apply the shield's bonus as normal. When an attack or sexual advance made against your attuned host misses, the attack is repeated against you.
Suspended Animation. During periods of inactivity, you may enter a state of suspended animation, during witch you are fully aware of your surroundings, and may communicate this awareness to your host. Spending at least 4 hours in this sleep-like state grants you the benefits of completing a long rest
Synthetic Symbiote. Your symbiotic nature prevents you from operating without a host. You are considered paralyzed unless worn by a living creature who has attuned to you. While paralyzed in this way, you maintain a movement speed of 20 ft, and may still make use of your Tactile Telepathy trait to communicate. Each day you remain without a living host, you must succeed on a constitution saving throw with a DC of 15, or suffer one level of exhaustion.
Sympathetic Sensation. Your nervous system is directly linked to that of your host, allowing you to feel an echo of sensations they feel. When your Host gains stimulation from any source other than yourself, you must succeed on a dc 15 wisdom saving throw, or gain stimulation of the same type, equal to half the triggering amount.
Parasitic Lifeform. While attached to an attuned host, you do not require food or drink and cannot be removed from your host unless rendered unconscious. You always occupy the same space as your host. If you or your host take the move action or are moved through any form of forced movement, the other is moved as well, without spending any movement of their own.
Tactile Telepathy. Xio are capable of exchanging thoughts and memories without the need for language. You can telepathically speak to any creature you are currently touching, Including your host. They don't need to share a language to be heard, but creatures who do not know a language may be unable to understand your meaning
Languages. You can Speak, Read, and Write Common, and Deep Speech, As well as any races understood by your current host.

Drone

Making up the Majority of a Xio colony, Drones are equipped with limited chitinous plating, and a pair of flexible tendrils or insect-like arms, which supplement the limbs of their host.

Ability Score Increase. Your Dexterity score increases by 2.
Host AC. While wearing you as a bonded host, a creature's AC equals 15 + half it's Dexterity score + half your proficiency bonus.
Drone Limbs. A pair of delicate, yet powerful limb-like appendages sprout form your back, assisting you and your host in a variety of tasks. You may take the Use an Object action as a bonus action on your turn or that of your host.
Defensive Reaction. Your engineered reflexes allow you to protect yourself and your host against danger. Once per turn, when you or your attuned host are hit by an attack, you may use your reaction to reduce the damage of the attack by an amount equal to your proficiency bonus

Seeker

Seekers serve a special role within the hive, searching for prospective hosts outside the colony. As such, their forms are less obtrusive, and they are gifted with more potent psionic powers than those of lesser Xio.

Ability Score Increase. Your Intelligence score increases by 2.
Host AC. While wearing you as a bonded host, a creature's AC equals 13 + it's Dexterity score + half your proficiency bonus.
Discrete Appearance. Your cloth-like body lacks the chitinous plating characteristic of other Xio, allowing you to be worn beneath other clothing or armor. While worn beneath other armor, your host does not gain the benefit of you *Living Armor* trait.
Psionic Influence. You know the *Calm Emotions and Detect Thoughts* spells, and may cast each of them once without expending a spell slot, after which you must complete a long rest before you may do so again. When cast in this way, these spells have a range of touch. Intelligence is your spellcasting ability for these spells.

Sentinel

Resembling suits of heavy plate armor made up of iridescent chitin, Sentinel Xio are more heavily protected than drones or seekers, and primarily serve to protect the hive or gather important resources for the colony.

Ability Score Increase. Your Constitution score increases by 2 instead of 1, and your Strength score increases by 1.
Host AC. While wearing you, your host's AC equals 20 + half your proficiency bonus.
Hardened Shell. Your chitinous plating provides additional protection against most basic forms of attack. You and your attuned host gain resistance to bludgeoning, slashing, and piercing damage from non-magical sources. Beginning at 7th level, this resistance extends to magical sources as well.

Variant Rule: Symbiotic Features.
The unique relationship a Xio shares with it's host can create some interesting situations in the advancement of a character. For example, many of an artificer's class features might revolve around modifying it's armor - which might just be a Xio, Or perhaps it would make sense that a Drone's extra limbs could be used by it's spellcasting host to perform the somatic components of a spell. This variant rule represents intense focus on strengthening the bond between Xio and host, teaching each other how to properly make use of the unique abilities of your shared body.

As a variant rule, your DM may allow your Xio or it's host to gain certain class features or racial traits already available to their partner by taking them as feats in place of ability score increases (or at any other point you might gain a feat).

Not all features make sense to be shared in this way, and your DM should have final say on how realistic or viable it is for a particular feature to be gained in this way.

Some features may be too powerful to be learned through a feat alone, and your DM might ask you to fulfil other special requirements before they can be shared - such as spending several months training together, or experiencing some climactic event that strengthens your symbiotic bond

Xio Deviants

Deviants are Xio who have abandoned their symbiotic nature to become sexual parasites, entirely subsuming the free will of their hosts. Unlike other Xio, deviants often see their hosts as disposable vessels more than valued partners - A perspective that puts them distinctly at odds with their communal siblings.

Xio deviants are considered defective by their colonies, and are frequently outcast, or even hunted. This generally serves well for the independent deviants, who value their own identity and individuality over all else.

While deviants are parasites, and do not see their hosts as equals, this doesn't necessarily mean they don't care for these hosts. Many deviants treat their hosts as something akin to beloved pets or possessions, and dote on them incessantly. Some deviants may even seek to form a harem of devoted thralls whom they rotate between.

Deviant Traits

Ability Score Increase. Your Charisma Score increases By 2

Forced Bonding. Deviants care less for the consent of their hosts and are capable of using overwhelming sensation to forcibly bond themselves to both willing and unwilling humanoids. You may use an action on your turn to attempt to forcibly attune with an unconscious beast or humanoid with a CR of 2 or lower.

The target must succeed on an charisma saving throw with a DC equal to your charisma score, or attune to you as if it were a willing host. Your host may repeat this saving throw as a free action anytime you take damage equal to more than half your hit point maximum, or are knocked unconscious, ending the attunement on a success.

While bonded to a beast, you can take only actions that beast would be capable of taking. For example while bonded to a wolf, you can move freely and make claw or bite attacks, but cannot wield a sword or cast spells which require verbal components.

Total Encasement. Your Host is Engulfed and Incapacitated while attuned to you, although you may choose to reveal portions of it's body or allow it to speak. Your host cannot be targeted by attacks or sexual advances unless you allow it to be or are knocked unconscious.

Deviant Power. Deviants are known for pushing unfortunate hosts well beyond their physical limits, granting them great physical power at the cost of damaging their host. As a free action on your turn, you may Deal necrotic damage to your host equal to half it's hit point maximum. If you do so, you may immediately move up to your speed and take an additional action. You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again.

Parasitic Adaptation The potent control you maintain over your host allows you to draw on their physical reserves as well as your own. As an action on your turn, you may Deal necrotic damage to your host equal to your hit dice + your constitution modifier, and regain hit points equal to the result. You may use this ability a number of times equal to your proficiency bonus, after which you must complete a long rest before you can use it again.

Deviant Broods.

While deviants are technically capable of the same broodmother transformation as drones, deviant broodmothers are effectively non-existant. Lacking the innate psionic connection other Xio have to their broodmother, deviants do not feel the same overwhelming urge to be part of a colony, and rarely if ever seek to form their own.

Deviant Xio are by nature more independent and self-serving than their symbiotic kin, and generally see other deviants as competition for hosts more than potential allies. On the rare occasion a deviant chooses to become a broodmother, it will generally only produce a few dozen offspring before reverting to it's more mobile and independent state.

Xiborne

Under normal circumstances, the only reproductive member of a Xio colony is the Broodmother - with lesser members of the colony possessing no functional reproductive system. But with the help of certain kinds of magic, it *is* possible, if incredibly rare, for a Xio to conceive a humanoid child with it's host. Such children are called "Xiborn" and while generally accepted into the colony as sacred expressions of the Host-Xio bond, their role within the hive-structure of Xio society is uncertain at best.

While not themselves capable of bonding to a host, Xiborne share a psychic connection to the broodmother, and the desire to be part of a larger community. They alos share the symbiotic nature genetically coded into their Xio heritage, and will often devote themselves entirely to a specific individual or group.

Xiborne are strange mixtures of Xio features, and their host-parent's race - often sporting chitinous plates over portions of their body or additional sets of small insectoid limbs along their abdomen. Because of their Xio heritage, a Xiborne's personality reflects visibly in their strange appearance, causing Their outward appearance to shift and change overtime, as they mature and find their identity. Some Xiborne look like teiflings covered in chitinous tree-bark and mushroom like horns, while others bare the oversized dragon-scales seemingly trimmed with golden filigree. Whatever the case, most Xiborne are striking and unusual in appearance.

Xiborne Traits

You are a fusion of both Xio,and your host-parent's race

Ability Score Increase. Your Constitution score increases by 1, and one ability score favoured by your Host-parent increases by 2.

Age. Xiborne live on average twice as long as their host-parent race

Alignment. Xiborne hold no predisposition towards any particular alignment, however their strong loyalty and sense of community general makes them lean to neutral and good alignments.

Size. Xiborne inherent the size of their non-xio parentage. Your size category is determined by that of your host-parent

Speed. Xiborne Inherent the speed of their host-parent race

Engineered Biology. Your Xio heritage rants you resistance to poison, and advantage on saving throws against disease, poison, and intoxication. However you are considered vulnerable to both acid and psychic damage.

Suspended Animation. You do not truly sleep, but instead enter a dormant state, during witch you are fully aware of your surroundings. Spending at least 4 hours in this state grants you the benefits of completing a long rest

Tactile Telepathy. Xiborne are capable of exchanging thoughts and memories without the need for language. You can telepathically speak to any creature you are currently touching. You do not need to share a language with a creature to be heard, but creatures who do not know a language may be unable to understand your meaning

Dual Heritage. Your Dual heritage grants you a mixture of traits from both your host and Xio parents. You gain one racial trait of your choice from your Host-Parent's race, and one of the following benefits, based on the nature of your Xio-Parent

> ***Drone.*** A pair of delicate, yet powerful limb-like appendages sprout form your back, assisting you and your host in a variety of tasks. You may take the Use an Object action as a bonus action on your turn or that of your host.
>
> ***Seeker.*** You may communicate telepathically with any creature within 20 ft. This replaces your *Tactile Telepathy* racial feature
>
> ***Sentinel.*** Your chitinous plating provides additional protection against most basic forms of attack. You Add half your proficiency bonus to your AC against nonmagical attacks which deal Bludgeoning, Slashing, or Piercing damage

Infertility. Xiborne themselves are only able to be born through the use of specific forms of magic, and cannot bear children of their own. You are Infertile, and cannot be made fertile or have children by any means short of a *Wish* spell.

Languages. You can Speak, Read, and Write Common, and Deep Speech, As well as any races understood by your Host-Parent

Xio Broodmother

Each Xio Colony has at least one Broodmother, who's sole purpose within the Hive is to reproduce.

Broodmother hosts reside in a near comatose state of minimal awareness while their Xio counterpart takes full control of locomotive function. Meanwhile, the Broodmother itself drastically overgrows the host, forming an enormous centaur-like insect body, capable of producing vast amounts of Xio young.

Broodmother Traits

Size Category Increase. As a broodmother, your size category increases to huge

Ability Score Increase. Your Strength and Intelligence scores both increase by 2

Overgrown Host. Your host has entered a catatonic state of minimal awareness. You ignore the benefits of your *Parasitic Lifeform* trait, and are no longer paralyzed while not worn by an attuned host.

Telepathic Echo. You may communicate telepathically with any creature within 120 ft. This replaces your *Tactile Telepathy* racial feature

Psionic Control You gain access to the Spells *Suggestion*, *Command*, and *Dominate Person*, and may cast these spells a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.

Separate Creatures, Shared Spaces

While Xio and host may share a body, this hardly means that they are limited by the same pool of actions. Both Xio and Host take their turns separately, and are free to use the full range of actions, reactions, and bonus actions normally available in combat or other time-sensitive situations. As a general rule, any questions regarding how actions or effects apply to a xio-host pair should be handled as if the two characters are entirely separate creatures, who just happen to share a space with each other.

There are, however, times when either host or Xio might disagree with the actions taken by their respective partner, and in these situations, the opposing party may use their reaction to contest the triggering action. When an action is opposed, The triggering creature must make a strength or intelligence saving throw (as chosen by the opposing party) against a DC equal to 8+ the opposing party's proficiency bonus and relevant ability score. On a success, the action is performed as usual. On a failure, the action automatically fails.

Broodmothers in action.

While included as part of this supplement, the Xio Broodmother is not intended as a playable subrace. It's immense size and powerful psionics make it inappropriate for use as a player character, except in extreme situations, and it is better used as a racial template for a powerful NPC.

Broodmother Xio rarely if ever leave the safety of their colony chambers, and are too valuable to the hive to serve as adventurers.

Barbarian:

Path of the Wild Hunt

There are two types of creatures in this world - Predator, and prey, and it is only within the savagery of the hunt that one is separated form the other. The Wild Hunt is as ancient as the fey themselves - a chilling right of passage in the darkest nights of winter, when all civility is cast aside, and the most bestial instincts are laid bare. Barbarians who follow this path become like feral animals when they rage, Hunting mates with the same ferocity as a winter warg hunts it's prey.

Predator's Savagery

Beginning at 3rd level when you choose this path, Your feral nature expresses itself in the form of bestial endowments and animalistic desire. While raging You gain the following additional effects:

- Your Inhibition Bonus is reduced to 0
- You gain resistance to cold damage, and have advantage on saving throws against the effects of extreme climates
- You are nymphomanic, rather than incapacitated when spending recover dice due to climax.
- You gain bestial claws or teeth. These natural weapons deal your choice of 1d10 slashing or piercing damage.
- The stimulation of your natural sexual implements increases by one dice step (for example 1d8 becomes 1d10, or 1d6 becomes 1d8)

Primal Hunger

At 6th level, the primal magic of the hunt fuels the most bestial of your senses. You are instantly aware of the presence of any creatures within 120ft of you who are frightened or hyperaroused, and have advantage to track them. You know the exact location of any frightened or hyperaroused creature within 30 ft of you

Winter's Predator

Also at 6th level, your Natural weapons and implements count as magical for the purpose of overcoming resistances and immunities. When you make a natural weapon attack or advance against a creature, you may choose to deal the damage or stimulation as cold damage or stimulation instead of it's normal damage or stimulation type.

Armor of the Hunt

By 10th level, the icy thrill of the hunt deadens your pain so long as the pursuit continues. You are immune to the effects of extreme climates, and when you take damage while raging, you may use your reaction to reduce the damage by half. If you do so, you gain stimulation equal to the same amount.

Invigorating Climax

Upon reaching level 14, the true fury of the wild hunt pulses chill through your veins, making you every bit as insatiable as an animal. You ignore the effects of exhaustion and overstimulation while raging, and each time you climax, you gain temporary hit points equal to twice your level.

Barbarian:

Path of the Breeder

All life has, at it's core, one basic instinct: to breed. To this end we accomplish all that life requires of us and more. To pass on our genetic line, we hunt, we kill, we wage wars, we survive. There is nothing in this world more primal, or more powerful, than life's unending need to procreate. And those who follow the Path of the Breeder embody this Instinct in all it's glory.

Feral Heat

Starting at 3rd level, Your breeding instincts empower you in the height of the moment. While raging You gain the following additional effects:

- Your Inhibition Bonus is reduced to 0
- You are hyperaroused
- You become hyperfertile/hypervirile, as appropriate for your physical characteristics
- You add twice your proficiency bonus to grapple checks, and checks made to restrain other creatures.
- You treat overstimulation and exhaustion as if they were one level lower.

Your rage does not end early unless you end your turn and haven't received stimulation or made a sexual advance since your last turn.

Breeder's Scent

At 6th level, the feral scent of your body is overwhelming to those unprepared. While raging, you are considered to be under the effects of the *Primal Musk* spell. Constitution is your casting ability for this spell.

Additionally, you can tell by scent alone when a creature within 5 ft is ovulating, pregnant, hyperfertile/hypervirile, or infertile.

Endless Endurance

Also at 6th level, your single-minded pursuit of sex allows you to ignore all but the most dire weariness. You cannot be stunned or incapacitated due to climax or when spending recovery dice. Additionally, you are now immune to the effects of overstimulation and exhaustion while raging. If you are subject to these conditions when your rage begins, they are instead reduced by 1 level.

Unrestrained Instinct

By 10th level, your connection to the primal instincts of life allow you draw others into your Feral Heat. You know the *Incite Lust* and *Pheramone Bloom* spells, and may cast them while raging without expending a spell slot. You may do this a number of times equal to half your proficiency bonus (rounded down), After which you must complete a long rest before you may do so again. Creatures affected by these spells gain the benefits of your *Feral Heat* class feature, until your rage ends. Constitution is your casting ability for these spells.

Instant Pregnancy

Upon reaching level 14, you have become the embodiment of life's most base instinct, granting you supernaturally fertility or virility. Pregnancies in which you are one of the parents progress instantly to a visible state, then continue to progress at a rate of hours, rather than months. These pregnancies cannot be terminated except through magical means, and any pain or damage a creature would suffer from the pregnancies is experienced as pleasure and stimulation instead. You ignore the infertile condition except as it applies to artificial constructs, and can Impregnate creatures who lack a functional womb.

Bard:

College of Burlesque

Bards are famous for their performances, if not individually, then as a whole. Some bards tell stories, others sing songs, and still others find more nuanced forms of performance. Your performances are anything but.

Bards of the College of Burlesque are erotic performers in the most classic sense. Strippers, showgirls, dancers, drag-kings... Those who study the burlesque do so to elicit a reaction in the loins of others, and often themselves, distracting, enticing, and seducing their audience to stunning effect.

Exotic Arts

Your studies into eroticism have turned your own body into an instrument, upon which you play the music of desire. Beginning at 3rd level, You may use any sexual implement other than your hands as a spellcasting focus for your bard spells.

Additionally, You may attempt a performance check in place of persuasion when attempting to seduce, proposition, or negotiate with sentient creatures.

Salacious Performance

Your performances are exotic to say the least, and never fail to draw a crowd. Also 3rd level, When you make a performance check and the result is equal to or higher than your base spell save DC, you may use your reaction to begin to draw the attention of those around you. All creatures within 30 ft who can see or hear you must succeed on a Wisdom saving throw, or be affected as if by the *Enthrall* spell for the duration of your performance. Allies and hostile creatures have advantage on this saving throw. This feature has no effect on creatures who are immune to the charmed condition.

On each of your subsequent turns, you must use your bonus action to continue the performance, or the effect ends for all targets. If you take damage from any source, you must make a concentration check to maintain the performance.

Beginning at 7th level, each time you use this feature, you may choose a number of creatures equal to your proficiency to be immune to the feature's effect.

Erotic Flourish

Starting at 6th level, You have learned to channel your own pleasure into a sensual magic that affects all who witness it. As a reaction when you gain stimulation from a sexual advance, you may expend a use of your bardic inspiration, forcing all creatures who can see or hear you to make a wisdom saving throw. Allies have advantage on this saving throw. On failure, creatures gain psychic stimulation equal to your bardic inspiration dice. If you were both the target and source of the triggering sexual advance, you add your performance bonus to the stimulation of this feature.

Enchanting Display

Also at 6th level, You have learned to weave subtle magic into your sexual displays, priming creatures to be the targets of your spells, or hardening them against manipulation. Creatures affected by your *Salacious Performance* feature also have disadvantage on saving throws against your bard spells.

Allies affected in this way instead have advantage on saving throws against the charmed, frightened, hyperaroused, and infatuated conditions. This replaces the *Countercharm* feature granted by the bard class

Stunning Finale

At 14th level, You have learned to harness the stunning potential of your own orgasms. When you climax, all creatures affected by your salacious performance feature are stunned until the end of their next turn. Allies are immune to this effect.

Bard:

College of Romance

Is there any song older than that of tenderness, intimacy, and desire? Any chord of the heart more reverberant and pure than that of love? How many wars have been fought and alliances struck for that immeasurable sensation of the heart? Throughout all of history, tales of romance and passion have shaped the world, and a bard is nothing if not a hopeless romantic.

Bards of the College of Romance excel at the singing of love songs, and the retelling of heartfelt tales. Be it words of exquisite passion, or the story of some star-crossed love, they are coinsures of passion and romance. What's more, such bards are masters of the heartstrings of others - able to sway a heart or excite the loins with only a few words or a single melodic chord.

Language of Love

Love is a universal thing, and needs no written word or spoken tongue. At 3rd level, when you join the College of Romance, you know how to read and deliver subtle cues of emotion that, you can use to communicate with other creatures, even if they do not share a language with you. This communication is two- way, and can take a variety of forms, from the tune of a baliset, to the tone of your voice and the gentle touch of your hands. It is a language of hearts, not minds, however: It serves well for communicating ideas of the heart and emotional concepts such as sexual consent, but not for literal translations or detailed plans, such as the layout of the litch's fortress defences.

Of Love and Lust

By 3rd level, Your performance on in bed is as enthralling a spectacle as any show on stage. Once per round when you make a martial sexual advance, you may expend a use of your bardic inspiration to add your performance skill bonus to the advance roll in place of your proficiency bonus.

Song of the Heart

Beginning at 6th level, Your charming nature makes it simple work to pull at the heartstrings of others. You have advantage on persuasion checks advances against creatures who are not otherwise hostile to you, and spells you cast as part of a sexual advance ignore the target's Inhibition Bonus.

Ballad of Desire

The chords you strike with your instruments inspire more than just simple luck or confidence. Beginning at 14th level, When making a performance check as an action on your turn, you may expend a use of your bardic inspiration to force those who witness your performance to make a charisma saving throw. On a failure, they become infatuated with you for the next hour, or until they take damage from any source. The number of creatures you can affect in this way at any one time is equal to your proficiency bonus.

Divine Domain:

Perversion Domain

Gods of Lust or Perversion, such as Loviatar, Lady Azeroth, and The Mistress seek to reveal and revel in the perverse nature of the world, uncovering things that would be kept hidden and bringing them out into plain view of all. Often represented by symbols of sex or eroticism, such gods are frequently outcast from their pantheons, and adopted ony by those who seek fulfilment in the taboo. Others follow these gods for the freeing honesty they represent: embracing deviancy from the norm and celebrating it's unique and unadulterated beauty.

Perversion Domain Spells

Spell Level	Spells
1st	*Alter Genitals, Maddening Desire*
2nd	*Instant Recovery, Dominae's Desperate Denial*
3rd	*Bestow Curse, Incite Lust*
4th	*Sexual Thievery, Suppress Inhibition*
5th	*Dream, Dominate Clothes*

Sinful Temptation

Beginning at 1st level, You have been trained in the holy arts of seduction. You gain proficiency in the persuasion skill if you are not already proficient, and may add twice your proficiency bonus to checks made to seduce or sexually proposition intelligent creatures.

Profane Worship

Also at first level, your worship contains unorthodox and profane rights that others might call sinful. You gain proficiency in all sexual implements, and may use any sexual implement, including your natural implements, as a holy symbol.

Channel Divinity: Discover Depravity

Starting at 2nd level, you may call upon your deity for insight into the depravity of others. As an action on your turn, you may touch a creature, forcing it to make a wisdom saving throw. On a failure, the target becomes flustered until the end of it's next turn, and you learn one kink, fetish, or other secret that the creature would not willingly share with others. At your DM's discretion, this may include information the creature itself is unaware of.

Perverse Magic

Starting at 6th level, you have studied the taboos of old, and can pervert not just minds, but magic as well. When a creature within 20 ft of you casts a spell which deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you may use your reaction to substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell).

Create Depravity

When you reach 8th level, you have learned to pervert the desires of those around you, instilling in them temptations they might otherwise be without. When you use your *Discover Depravity* Channel divinity to learn hidden information about a creature, you may instead cause them to gain a single fetish of your choice. This effect lasts for one hour, after which the target looses this fetish unless it has since gained the fetish on it's own.

Corruptive Climax

When you reach 17th level, the climax of others becomes the catalyst for your own corruptive faith, allowing you to twist their mind and bodies with your desire. When a creature within 5 ft of you climaxes, you may use your reaction to remove or replace one resistance, immunity, or vulnerability it has to a single damage type, stimulation type, or condition. This effect lasts for 24 hours, after which the target's resistances, immunities, and vulnerabilities return to normal

Divine Domain:

Sexuality Domain

Where others my spurn open displays of eroticism, gods of sexuality, such as Dionysus, Aphrodite, or The Jade Empress empower their followers with sexual prowess and liberation. For those who worship such gods, sexual expression represents the truest nature of living things, and to hide or repress such expression is to spit in the face of the gods

Sexuality Domain Spells

Spell Level	Spells
1st	*Wanton Dismissal, Maddening Desire*
2nd	*Flames of Desire, Pheramone Bloom*
3rd	*Selina's Gloryhole, Incite Lust*
4th	*Bimbeaux's Gambit, Demanding Desire*
5th	*Dismiss Wardrobe, Arcane Theatre*

Vestments of Sensuality

Beginning at 1st level, You bear your body openly in honor of your faith. While naked or wearing only lingerie or other sexually revealing clothing such as fetish armor, your AC equals 10 + your dexterity modifier + your charisma modifier..

Sexual Worship

Also at first level, The nature of your worship makes you an unabashed expert in the art of sex. You add twice your proficiency bonus when making sexual advances against intelligent creatures.

Channel Divinity: Strip Inhibition

Starting at 2nd level, you may call upon your deity to strip away the sinful inhibitions that prevent those around you from being their true sexual selves. As an action on your turn, you may touch a creature, forcing it to make a wisdom saving throw. On a failure, it's inhibition is reduced by an amount equal to your wisdom modifier. This effect lasts for 10 minutes. A creature may repeat it's wisdom saving throw at the end of each of it's turns, ending this effect on a success.

Sexual Empowerment

Starting at 6th level, Sexuality flows form you like a holy fountain, reshaping the bodies of those you bless. When you use your *Strip Inhibition* channel divinity to reduce a creature's inhibition, the endowment of all it's natural sexual implements increases by the same amount.

Mind-Melting Pleasure

When you reach 8th level, your sexual blessings serve to overwhelm the higher senses of intelligent minds. When a creature within 30 ft of you climaxes, you may use your reaction to force the triggering creature to make a wisdom saving throw, On a failure, the target's intelligence and wisdom scores are reduced by 1. This effect lasts until the creature completes a long rest without climaxing.

Aura of Nymphomania

When you reach 17th level, You gain the ability to twist the very nature of arousal. As an action, you may activate an aura of perversion around yourself with a radius of 30 ft. This aura lasts for lasts for 1 minute, or until you dismiss it using another action. When a creature enters or starts it's tun within this aura, it gains the hyperaroused condition, and must immediately make a wisdom saving throw. On a failure, the creature becomes nymphomanic until the start of it's next turn. You may use this feature a number of times equal to half your proficiency bonus, after which you must complete a long rest before you may do so again

Alternate Class Features

Not every campaign make consistent use of undead enemies: lewd adventures especially so. With your DM's permission, you may use the following abilities to replace the *Turn Undead* and *Destroy Undead* channel divinity features that all clerics have access to.

Corrupt Resistance

(You may use this feature to replace the "Turn Undead" Channel Divinity feature granted by your base class)

As an action, you present your holy symbol and call forth the perverse desires of your enemies. Each Enemy within 30 ft must succeed on a wisdom saving throw or Become hyperaroused for 1 minute, or until it takes damage.

A creature hyperaroused in this way treats any damage of a type it is resistant to as stimulation of the same type.

Command the Defiled

(You may use this feature to replace the "Destroy Undead" Channel Divinity feature granted by your base class)

Starting at 5th level, when a creature fails it's saving throw against your Corrupt Resistance feature, the creature instead becomes infatuated by you for the duration, if it's challenge rating is at or below a certain threshold:

Release The Defiled

Cleric Level	Releases Creatures of CR
5th	*1/2 or lower*
8th	*1 or lower*
11th	*2 or lower*
14th	*3 or lower*
17th	*4 or lower*

Druid Circle

Circle of Fertility

Druids of the Circle of Fertility understand that true value of nature is it's ability to bring forth life. These exotic sages serve the role of pollinators; travelling far and wide to spread their wisdom and to sew the seeds of life wherever they find fertile ground. As a Druid of this circle, your magic comes from the fruitful instincts of all living things, and the blooming of sexual energies. You are a walking season of verdant desire, and are at your most powerful within the throws of passion.

Fertile Ground

At 2nd level, when you join this circle, you gain deep insight into where and when is most suitable for new life to grow. When making pregnancy checks or saving throws, you may choose to give yourself either advantage or disadvantage, and may apply the same effect to any sexual partner.

Verdant Form

Also beginning at 2nd level, as a bonus action you may expend a use of your wild shape feature to transform yourself into a Verdant Form. While in this form, you body becomes lush and plantlike, and you gain the following benefits:

- At the start of each of your turns, if you took damage during the previous round, you regain a number of hit points equal to your wisdom modifier. At 10th level, this increases to twice your wisdom modifier.
- You can make grapple checks as a bonus action instead of an action
- You become hermaphroditic, gaining additional sexual implements according to your race.
- You are hyperaroused.

This form lasts for a number of hours equal to your proficiency bonus, and ends early if you dismiss it (no action required), are incapacitated, die, or use your wildshape feature again.

Circle Spells

The Circle of Fertility infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells below

Circle of Fertility Spells

Druid Level	Spells
3rd	*Lustful Treat, Prayer of Healing*
5th	*Incite Lust, Mass Healing Word*
7th	*Aura of Life, Lovenest*
9th	*Rapid Pregnancy, Mass Cure Wounds*

Once you gain access to a circle spell. You always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Succulent Tending

As you reach 6th level, your connection to the unadulterated nature of life allows you to channel additional potency into your healing while you or your partner are in heat.

When you cast a spell that restores hit points, you restore additional hit points equal to 1d8 + your wisdom modifier if you or the target of the spell is hyperaroused or hyperfertile. The target gains radiant stimulation equal to the same amount.

Pheromone Bloom

Starting at 10th level, your fragrant blooms can channel the arousal of spring into those around you. As an action on your turn, you may release a bloom of powerful pheromones to create an aura of spring within 30 ft of yourself. This bloom moves with you, and spreads around corners. It lasts for the one minute, or until a strong wind disperses it.

Creatures who enter or begin their turn within this aura must succeed on a wisdom saving throw or become hyperaroused until the end of their next turn. Creatures who are immune to the poisoned condition have advantage on this saving throw. Creatures who are already hyperaroused instead become infatuated by a creature of your choice which the can see.

Lifegiving Seed

At 14th level, your connection to the wellspring of life makes you an ever flowing fountain of life giving seed. You are immune to the effects of overstimulation, and whenever you climax, all allies within 30 ft of you may expend a number of hit dice and regain hit points as if they had completed a short rest.

Druid Circle

Circle of The Far-Mother

Driven by corruption, madness, or perhaps enlightenment, those who tend the Circle of the Far-Mother serve a nature far beyond that of the material plane. Your calling is to something far more ancient and primal; And your body serves as a gateway for things which have grown among the stars since long before the beginning of time. What others call Aberration, you know to be the true nature of the universe

Fartouched Form

Beginning at 2nd level when you choose this circle, the indescribable nature of the cosmos presents itself in the bestial forms you take. While transformed by your wildshape, your form appears as a strange and alien version of those creatures you become. Your creature type becomes Aberration, rather than beast, and you gain your choice of one of the following traits:

Flickering Form. Your form seems to flicker in and out of existence. When you are targeted by an attack you may use your reaction to attempt to teleport out of harm's way. Roll a d6. On a roll of 6, the attack automatically misses, and you teleport to a random unocupied space within 5 feet.

Aberrant Mind. Your thoughts echo like whispers in the minds of those around you. You may project your thoughts telepathically out to a range of 30 ft. All creatures within this range can hear you, but creatures who do not share at least one language can interpret only vague emotions such as fear, concern, or elation.

Strange Tendrils. Your body seems to be made of writhing and twisting tentacles. The reach of your melee attacks increase by 10 ft, and you gain the tentacle sexual implement if your new form would not already have it

Eldritch Skittering. You sprout a number of additional limbs which move with the grace of a spider. You gain a climb speed equal to your movement speed, and ignore all physical sources of difficult terrain.

You choose which of these traits to gain each time you use your wildshape to assume the form of another creature. Beginning at 10th level, you may choose two of these traits instead of one.

Gateway Spells

The Circle of The Farmother allows you to cast additional spells by using your body itself as a gateway to the far realm. Also at 2nd level, you gain access to the warlock spell list, and may prepare and cast these spells as if they were druid spells.

When you cast a warlock spell in this way, it's range is always considered self or touch, regardless of the spell's usual range. If the spell would create or affect an area or zone, that zone is centered on yourself. You have advantage on saving throws against the effects of your own warlock spells, and treat any damage dealt by these spells as stimulation of the same type.

Spawn of the Stars

When you reach 6th level, your bond to the far realm is strong enough to birth aberrations into this world as if they were your own children.

As an action on your turn, you may expend a use of your wild shape to give birth to an aberration with a CR no higher than 1/4 your level. The aberration is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your telepathic commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

You may have a number of these aberrations at one time equal to your wisdom modifier. If at any point the number of aberrations under your control would exceed this number, the oldest of your aberrations vanishes harmlessly back to the far realm.

Far-Mother's Bond

Starting at 10th level, the creatures birthed from your body are as much a part of you as you are of them.

While one of your aberrations is within 100 feet of you can communicate with it telepathically. Additionally, as an action, you can see through your aberration's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the aberration has. During this time, you are deaf and blind with regard to your own senses.

When you cast a spell with a range of touch or self, one of your aberrations can deliver the spell as if it had cast the spell. Your aberration must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. If the spell would create or affect an area or zone, that zone may be centered around one of your aberrations instead of yourself. Your abberations are immune to the harmful effects of spells cast in this way.

Aberrant Selection

At 14th level, your aberrant children are seeded strongly enough into this world that they have begun to evolve with it. Each time you complete a long rest, you may choose one of your Aberrations to evolve. The chosen aberration increases in CR by 1, and undergoes one of the following evolutions:

Metamorphosis. Choose a new aberration with a CR equal to the target's new CR value. The Target creature takes on the form and statistics of the new creatures in place of it's original form and statistics

Evolution. The target gains two traits of your choice from those listed in your *Fartouched Form* class feature.

Adaptation. Increase one of the target's ability scores by 2, or two of it's ability scores by 1. The target's other game statistics, such as hit points or attack modifiers update to reflect this change

Each of your Aberrations may be evolved once, after which it must survive 7 days before it may do so again. The maximum number of times you may evolve a single creature is equal to half your proficiency bonus.

Druid Circle

Circle of the Shrine

Shrine druids care for sacred structures, drawing wisdom from the spirits of their shrine, and preparing magical talismans to aid those who pay homage to it's sprits. It is rare for such sages to leave the safety of their shrines, but when they do, it is often to purge corrupted spirits or avenge shrines they could not protect.

Warding Talisman

Starting at 2nd level when you chose this subclass, you have learned the art of preparing powerful *Ofuda* or Paper Talismans, which can be used to store Abjuration spells from the druid spell list.

You can store a druid spell of 5th level or lower in a talisman by casting it as part of 10 minute ritual. The spell consumes a spell slot when cast in this way, but has no immediate effect. As an action, you may adhere the talisman to a target or surface within 5 ft, causing the spell to activate. If the target is a hostile or unwilling creature, you must succeed on an attack roll using your dexterity modifier against the target in order to properly adhere the talisman.

If the spell would affect a target, it affects the same target onto which the talisman is placed. If the spell affects an area, the area is centered on the talisman. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the talisman and the creature or object it is applied to. If the spell requires concentration, it lasts until the end of its full duration, or until the talisman is destroyed or removed.

Destroying a talisman requires the use of a dispel magic spell, or damage from a single magical attack greater than your spell save DC. You may remove a talisman using a bonus action on your turn, destroying it's magical properties

The maximum number of talismans you can have at one time using this feature is equal to your proficiency bonus. If you try to exceed your maximum, your oldest talisman immediately loses it's magical properties, and the spell slot used to create it is lost.

Spirit Companion

Also beginning at 2nd level, you have formed a familiar bond with the spirit of your shrine, which you may summon forth to aid you when needed. As an action, you can expend a use of your Wild Shape feature to Summon a shrine spirit, which takes the form of a small or tiny beast, with a CR no higher than that of a beast you could transform into.

The summoned spirit appears faintly translucent and is treated as a fey, instead of a beast. It shares your Intelligence, Wisdom, and Charisma scores, and understands any language you know, but can speak only telepathically to you, within a range of 30 ft. In combat, the spirit acts on your initiative, and is considered your ally, but may disobey or disregard your instructions as it chooses. The spirit disappears if it moves more than 120 ft from you, or after a number of hours equal to half your druid level.

Circle Spells

The spirit of your shrine infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells below

Circle of the Shrine Spells

Druid Level	Spells
3rd	*Word of Safety, Arcane Lock*
5th	*Magic Circle, Glyph of Warding*
7th	*Aura of Purity, Banishment*
9th	*Dispel Evil and Good, Planar Binding*

Once you gain access to a circle spell. You always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Studied Scribe

Upon reaching 6th level, you are capable of inscribing a wider variety of magic into the talismans you create. Choose one additional school of magic from the following list: Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation. You may create talismans of spells from this school of magic in addition to abjuration spells.

In addition, the talismans you create retain their power even in the hands of others. Your talismans may be applied by creatures other than yourself. When applied in this way, the spell uses your spellcasting modifier when determining it's spell attack modifier or spell save DC.

Empowered Spirit

Starting at 10th level, When you expend a use of your Wild Shape feature to summon a shrine spirit, the spirit's size may be medium or greater. In addition, it gains one of the following blessings:

Blessing of Speed: Your shrine spirit's size category increases to large if it is not already, and it may be ridden as a mount. While this blessing is active, your shrine spirit may move up to 2 miles from you before disappearing.

Blessing of Strength. Your shrine spirit gains a bonus to attack and damage rolls equal to your wisdom modifier. While this blessing is active, your shrine spirit gains temporary hit points equal to twice your level.

Blessing of Wisdom. When you cast a spell, your shrine spirit may use it's reaction to deliver the spell when you cast it. While this blessing is active, your familiar may use it's action to maintain concentration on a spell you have cast.

Master Scribe

Upon reaching 18th level, your skill in creating ofuda is that of a powerful master, allowing you to create talismans on a moments notice. You may create a single talisman as a bonus action on your turn.

In addition, you may create ofuda of any druid spell you have prepared, regardless of it's school of magic.

Fighter Archetype

Dominator

Whether the goal is pacifying and unruly brat, capturing slaves for sale on the black market, or just sport and entertainment, dominators excel at restraining and dominating their opponent without the need for lethal force.

Tools of the Trade

Beginning at 3rd level when you choose this archetype, you gain proficiency with whips, Floggers, Paddles, and all other sturdy sexual implements, and add your proficiency bonus to the escape DC of any restraints or bindings you apply to another creature.

Additionally, once per turn when you make an attack or sexual advance using an implement that also serves as a weapon, you deal an additional 1d6 damage or stimulation.

Restraining Grasp

Also starting at 3rd level, you have an innate talent for quickly restraining your targets in combat. Creatures Grappled by you are also considered restrained, and when you make a sexual advance against a bound or restrained creature, you deal additional stimulation equal to your charisma modifier.

Forceful Presence

By 7th level, you have learned to project a powerful aura of dominance that excites and arouses those around you. As a bonus action on your turn, you may force a creature who can see or hear you to make a wisdom saving throw opposed by your intimidation check. On a failure, the creature becomes flustered until the end of it's next turn. If it fails the saving throw by 5 or more, it also becomes infatuated with you for the duration. You may use this feature a number of times equal to your charisma modifier, after which you must complete a long rest before you may do so again.

Expert Binding

Upon reaching 10th level, you have become an expert in restraints and bindings, able to perfectly secure a creature without leaving even the slightest room for unwanted movement. Creatures bound or restrained by you, or by restraints or bindings applied by you, have disadvantage on saving throws and checks made to escape their restraints.

Dominant's Wrath

Your aura of dominance is more than just forceful presence. Starting at 15th level, when a creature succeeds on a saving throw against your forceful presence feature, you gain advantage on attack rolls against that target until the end of your next turn.

Additionally, when a creature within 5 ft attempts to escape from a grapple, bondage, or restraint, you may use your reaction to make an opportunity attack against the triggering target, negating the attempt on a hit (in addition to the damage of the opportunity attack).

Commanding Presence

By the time you reach 18th level, your shear presence is often enough to drop others to their knees in supplication. And you have learned to channel this force of personality to great effect. You learn the *Command* and *Hold Person* spells and may cast them each once, at a level equal to your charisma modifier, after which you must complete a short or long rest before you may do so again. When you cast the spell in this way, you may choose to apply any bondage condition in addition to the spells normal effects. Charisma is your spellcasting ability for these spells.`

Additional "Fighting" Styles

Sometimes, the fight is nothing more than foreplay. The following fighting styles are available to any character with access to fighting styles.

Groper

When you make an attack or sexual advance against a creature and hit, you may make a grapple check against the same target as a bonus action.

Heavy Impact

When you make a sexual advance against a creature, you may use your bonus action to make an attack against the same creature, using an unarmed strike or sturdy implement.

Oil Wrestler

You can use a bonus action to automatically escape from nonmagical grapples, restraints, or bindings, such as manacles, ropes, or fetish gear.

Orgasm Denial

When a creature other than yourself would make a climax saving throw within 5 ft of you, you may use your reaction to impose the denied condition on the triggering target until the start of it's next turn.

Ruiner

When a creature within 5 ft of you would make a climax saving throw, you may use your reaction to affect the target as if by the *ruin orgasm* spell.

Seductive Fighting

When you make an unarmed or weapon attack and hit, you may use a reaction to gain advantage on the next sexual advance you make.

Monastic Tradition:

The Way of the Sensate

All monks are masters of their bodies, and the energies which flow within, but only Sensates, trained in the tantric art of pleasure and sensation, can truly harness the flow of such life energies in the form of sex.

Tantric Control

Beginning at 3rd level when you choose this tradition, intense training has made you a master of the sexual arts. Your natural sexual implements count as monk implements. In addition, you have advantage on saving throws against the following conditions: denied, hyperaroused, hyperfertile, infatuated, infertile, and nymphomanic.

Sexual Healing

Also at 3rd level, you have unlocked the healing potential of sexual energies. When you make a direct sexual advance against a willing creature, you may expend 1 ki to awaken the tantric energies within it. The creature may immediately expend a number of hit dice up to half your proficiency bonus. For each hit die spent in this way, the target rolls the die and adds your wisdom modifier to the result in addition to it's constitution modifier, regaining hit points equal to the total.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.

Focused Arousal

By 6th level, You have learned to focus your own tantric energies into a state of perfect sexual awareness. As a bonus action on your turn, you may choose to enter a state of tantric meditation. You gain the following effects while in this state.

- You are Hyperaroused
- You know the exact hit points and arousal of all creatures within 30 ft that you can see
- Each time you bring a creature to climax. You regain hit points equal to the triggering creature's level or CR.
- When you restore hit points using your sexual healing feature, you can also end either one disease or one of the following conditions afflicting the target: blinded, deafened, paralyzed, or poisoned.

This state lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't dealt gained stimulation since your last turn. You can also end your meditation on your turn as a bonus action.

Sexual Empowerment

Beginning at 11th level, you have learned to harness the tantric energies of not just your own your own climaxes, but of those around you. You are immune to the negative effects of the edging condition, and cannot be incapacitated due to climax. Additionally, you regain 1 ki point each time a creature with in 5 ft of you fails a climax saving throw.

Tantric Restoration

By the time you reach 17th level, your Tantric Healing can do more than stimulate a creature's natural healing. When you use your sexual healing feature to restore hit points, you may expend an additional 3 ki points to cast the greater restoration spell as part of the same action, without expending a spell slot or material components.

Paladin Oath:

Oath of Aftercare

The oath of aftercare holds a sacred place among all those who practice such pleasures in a safe and consensual way. Those who swear this oath are often some of the most deviant and perverted lovers, but are universally concerned with the care and safety of their partners. Such paladins look after those who have been subjected to the extremes of sex, and punish those who take sexual advantage of others.

Oath of Aftercare Spells

Spell Level	Spells
1st	*Healing Word, Affirm Gender*
2nd	*Calm Emotions, Zone of Truth*
3rd	*Beacon of Hope, Catnap*
4th	*Private Sanctum, Freedom of Movement*
5th	*Greater Restoration, Telepathic Bond*

Tenets

The tenets of the Oath of Aftercare are simple and straightforward, drawing from the heart and the natural care of one creature for another.

Consent is Sacred. Hold sacred the bond of consent, and understand that it can be revoked at any time. Protect the sanctity of this bond with your life.

Communication is Key. Even in the absence of words, open communication is necessary for all things. Do not keep secrets, and be on the lookout for signs of both distress and pleasure in others.

Abandon No One. No mater the roles we may play in life, or in scene, all creatures are equally deserving of aftercare. An encounter cannot conclude until all parties have been tended to in equal measure.

3rd Channel Divinity:

Beginning at 3rd level, when you select this domain, your deity grants you blessing while wearing things others would find perverse.

Consent Check. As a reaction when you or a creature you can see is targeted by an attack or sexual advance, you may use your Channel Divinity to speak a sacred word, interrupting the triggering action. All creatures that can see or hear you within 30 feet must succeed on a wisdom saving throw, or be affected as if by the calm emotions spell for one minute, or until they take damage.

Vow of Support. As a bonus action, you can utter a vow of support towards a creature you can see within 10 ft of you, using your Channel Divinity. For the next minute, that creature gains advantage on death saving throws, and when you restore hit points to that creature through any means, they regain additional hit points equal to your level.

Restorative Embrace

Beginning at 7th level, your caring embrace is enough to heal more than just superficial wounds. When you use your lay on hands class feature to restore hit points to a creature, that creature may immediately make a saving throw against a single condition affecting it.

Shared Healing

Starting at 15th level, you have learned that healing is best done together. When you or an ally spends hit dice to regain hit points, you may use your reaction to restore an equal amount of hit points to another creature you can see.

Safe Space

As you reach 20th level, the true power of your calming aura becomes apparent. When a creature fails it's saving throw against your *Consent Check* Channel Divinity, it also becomes charmed by all other creatures that failed this saving throw. This effect lasts for 1 minute, or until the creature takes damage or stimulation from any source.

Paladin Oath:

Oath of the Penitent

The Oath of the Penitent is sworn by those who feel the need to repent for their sins, and be punished for their transgressions. Paladins who take this oath have found themselves lacking in some core virtue, or unworthy of the favour they have been granted in life. They seek to make right this imbalance through intense personal discipline and self denial, often inflicting punishments upon themselves as a means of atoning for their sins. Such acts are not always sexual, but often become so, as the penitent learns to experience pleasure of the soul from the torment of their body.

Oath of the Penitent Spells

Spell Level	Spells
1st	*Armor of Agthys , Cuckold's Curse*
2nd	*Spectral Stockade, Warding Bond*
3rd	*Animate Clot, Life Transference*
4th	*Slutshame, Stoneskin*
5th	*Dominate Clothes, Geas*

Tenets

The tenets of the Oath of the Penitent are strict and self disciplinary, drawn from the inner turmoil of those who swear them, and their belief that they can become better

I am unworthy. Only perfection is truly worthy, and no creature, mortal or immortal, is truly perfect.

I must be punished. Punishment reminds us of our failings, and our duty to become better. Without punishment we lose our way.

I can become better. Every creature is capable of improvement, from the lowest peasant, to the mightiest god. No one is perfect, so we must all be better.

No one is beyond penance. The measure of a person is no in their flaws or their sins, but in their willingness to repent for those transgressions and serve their penance to become better.

Channel Divinity:

Beginning at 3rd level, when you select this domain, Your deity grants you blessing while wearing things others would find perverse.

Vow of Penance. As an action you can claim the pain of your allies as your personal punishment instead, using your Channel Divinity. Until the start of your next turn, all damage dealt to allies within 30 ft of you is instead dealt to you as stimulation.

Abjure the Self. As an action on your turn, you can renounce yourself for your failings, using your Channel Divinity, to empower the more worthy. You gain the Denied and Paralyzed condition until the end of your next turn, while you are paralyzed in this way, all allies within 30 ft of you may add your Inhibition Bonus to their attack rolls and saving throws.

Lash of Penance

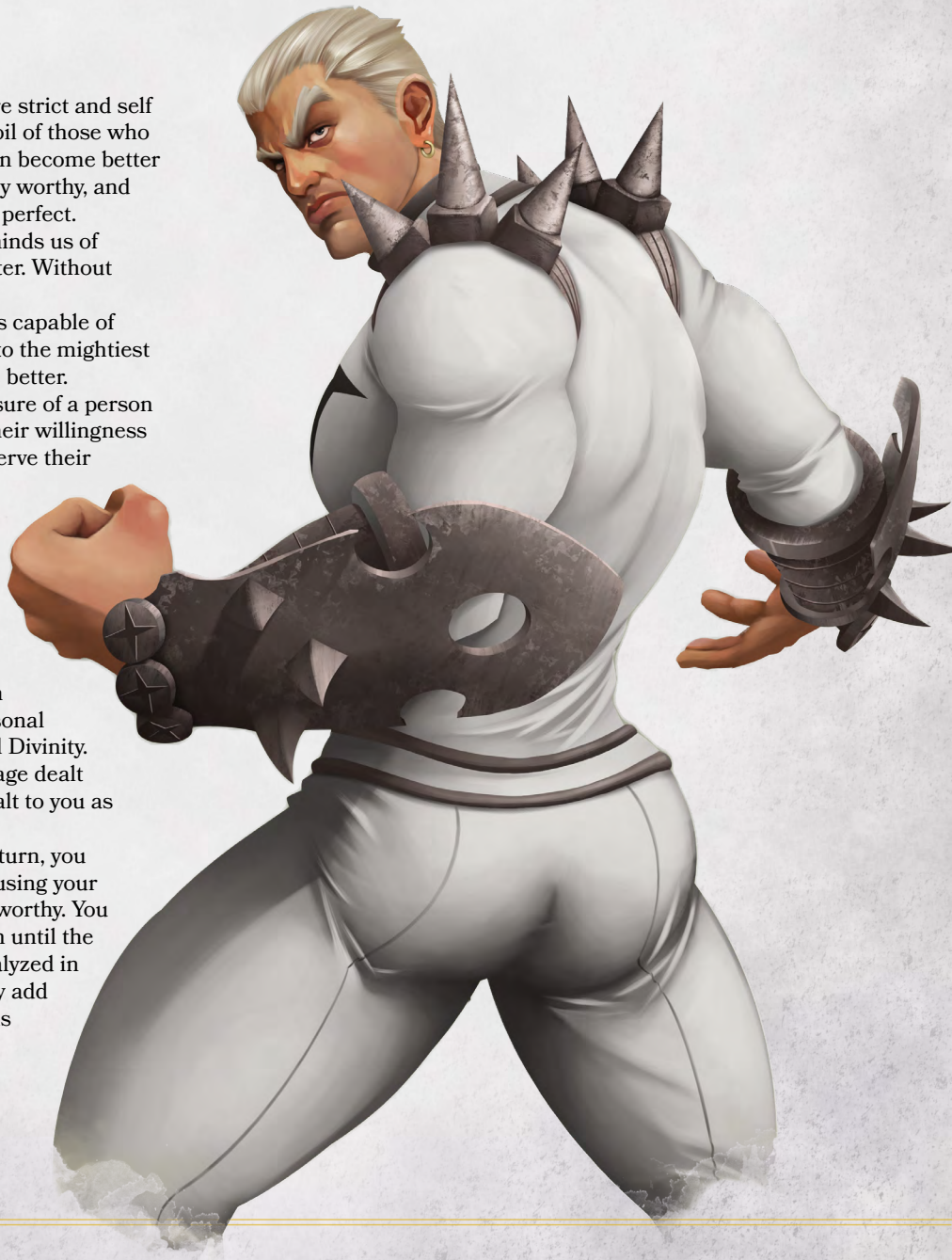
Beginning at 7th level, when you are targeted by a weapon attack, you may use your reaction to grant the attacker advantage on their attack roll. If you do so, the attack is instead treated as a sexual advance, and it's damage is dealt to you as stimulation. Your next attack against the triggering target deals additional damage equal to the stimulation gained.

Safe in Denial

By 15th level, you have learned to deny yourself even within the raptures of ecstasy. You may use a bonus action on your turn to gain the denied condition until the start of your next turn. While denied in this way, you gain temporary hit points equal to any stimulation you take.

Wrath of the Penitent

At 20th level, you have learned to forge your own pain into a weapon against the unrepentant. After your Vow of Penance Channel Divinity ends, the next attack you make using your Lash of Penance feature instead deals additional damage equal to the total stimulation gained from your Vow of Penance



Ranger Conclave:

Monsterfucker

Most rangers are expert hunters, serving as trackers and guides, or using their skills to take down dangerous prey. The Monsterfuckers are hunters in their own way, Seeking out rare and exotic partners as opposed to deadly prey.

Favored Partner

1st-level feature, replaces either your Natural Explorer or Farvored Enemy feature

Monsterfuckers seek out rare and exotic creatures for the challenge of killing them, but for the unique experience of seducing them. As such, your turned your talent of studying foes towards better understanding your monstrous partners.

Choose a type of favored partner: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you may choose two races of humanoids other than your own (such as gnolls and orcs) as favored partners. You have advantage on Wisdom (Insight) checks to communicate or understand the intentions and desires of your favored partners, as well as on checks made to seduce, bind, or restrain them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored partners, if they speak one at all.

You choose one additional favored partner, as well as an associated language, at 6th and 14th level.

Fuck Like an Animal

Beginning at 3rd level, you have learned how to more effectively pleasure your nonhuman partners. You have advantage on sexual advances made against willing partners with at least one creature type other than humanoid.

Monster Between the Sheets

At 7th level, you learn to create salves and tonics that help you satisfy even the most extreme lovers. As an action on your turn, you my use one of these poultices to gain the following effects for the next hour:

- The Size category of your natural implements increases by one, up to a maximum of huge.
- You count as one size category larger for the purpose of sexual penetration.
- You gain the hyperaroused condition, and have resistance to damage from nonmagical natural weapons.

Once you consume one of these poultices, you must complete a long rest before you can safely do so again. Attempting to consume additional poultices before this may result in unforeseen side effects, such as the poisoned or intoxicated conditions, wild magic effects, or even the gaining of curses - it is up to your DM to decide.

Bruises and Bitemarks

By 11th level, you have become accustomed to the dangers of having sex with more monstrous creatures, and have even learned to enjoy the feeling of sharp teeth and claws tearing into your skin.

When you take damage from a natural weapon or implement, you may use your reaction to treat damage from the triggering creature as stimulation until the start of your next turn. You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again

Love is a Deathwish

A true Monsterfucker is never afraid to put their life on the line for sex. Beginning at 15th level, you have advantage on death saving throws.

Additionally, if you are reduced to 0 hit points while your arousal score is above half your arousal maximum, you remain conscious and may continue to take actions as normal until you climax or die.

Rogueish Archetype:

Escort

Sex Sells. Any rogue worth their salt understands the value of a well-placed bit of seduction, but few specialize in it the way you do. Prostitution is one of the oldest professions in the world, and you see no reason to fix what isn't broken. You have honed your skills in the arts of pleasure and seduction, combining flawless sexual technique with a charming personality.

Turning Tricks

When you choose this Archetype at 3rd level, you gain proficiency with the disguise kit if you are not already proficient. Additionally, you have advantage on investigation checks made while in densely populated areas, and on persuasion checks to haggle or determine the value of goods.

Seductive Cunning

Starting at 3rd level, you have learned how to draw the eye and ensure all attention is on you. You can use the bonus action granted by your Cunning Action to attempt to distract or seduce a single target. The target must make a wisdom saving throw with a DC equal to 8+ your Charisma Modifier + Your Proficiency Bonus. On a failure, the creature has disadvantage to notice creatures other than you until the end of it's next turn, and attacks or sexual advances against it are made with advantage.

Read the Mark

At 9th level you have become an expert in reading those around you, And can easily determine what will most capture their attention.

If you spend at least 1 minute observing a creature, you can determine the insightful information about it's current mood or emotional state, personal interests, sexual orientation or proclivities, and sexual experience or history. You gain advantage on insight checks against this creature for the next hour, and sexual advances you make against it deal additional stimulation equal to your proficiency bonus.

Flustering Presence

Beginning at 13th level, your seductive charms are nothing less than stunning. When a creature fails it's saving throw against your Cunning Seduction feature by 5 or more, it becomes flustered until the end of it's next turn. If it fails by 10 or more, it is also stunned for the duration.

All Eyes on Me

By 17th level, you have learned to make yourself irresistible to the entire room. When you use your Cunning Seduction feature, you may choose to target all creatures that can see you. Allies have advantage on their saving throws against this feature.

Once you use this feature, you must complete a long rest before you can use it again.

Rogueish Archetype:

Slaver

If prostitution is the world's oldest profession, then slavery is a very close second. As a slaver, you excel at one thing in particular above all else: motivating others. Any nameless bandit prey upon the weak, but it take's a slaver's will to break in a slave and prepare them for market.

Slaver's Lash

Your trade is well known for certain tools, and you have learned to wield them well. When you choose this Archetype at 3rd level, you gain proficiency with Whips, Floggers, Paddles, and Nets if you are not already proficient. You may use your charisma score in place of strength or dexterity when making attacks or sexual advances with these weapons and implements.

Crack the Whip

Also at 3rd level, you have learned to wield the tools of your trade motivate those around you into doing as you say. When a creature you can see would make a saving throw or ability check, you may use your reaction to make a weapon attack against the triggering target. On a hit, the target takes damage as normal, and gains your choice of advantage or disadvantage on the triggering saving throw or ability check.

Honeyed Barbs

Beginning at 9th level you have learned to wield pleasure as well was pain to motivate those around you. When using your *Crack the Whip* feature, you may choose to make a direct sexual advance in place of an attack.

Additionally, when a creature succeeds or fails a saving throw or ability check as a result of you *Crack the Whip* feature, You may use a free action to grant it temporary hit points equal to the damage or stimulation dealt.

Display of Force

By 13th level, you need not even strike a creature to instil fear into its heart. As an action on your turn, you may make an intimidation check against a number of creatures equal to your charisma modifier. If at least one of your targets has been affected by your *Crack the Whip* feature within the last hour, you have advantage on this check. On a success, the targets are frightened of you until the end of your next turn.

Dire Motivation

You find that creatures are far more capable than even they might believe... With the right motivation. Upon reaching 17th level, you have learned to drive creatures well beyond their perceived limits. As a bonus action on your turn, you may issue a command and make a weapon attack against a creature you can see, as if using your *Crack the Whip* feature. On a hit, the target takes damage as normal, and may use its reaction take an additional action in accordance with your command.

Sorcerous Origin:

Hexbrand

Whether the inheritor of a centuries old bloodcurse laid upon your entire family, branded by some evil fey during the celebration of your first birthday, or simply the victim of a particularly wicked artifact or trap, you are cursed beyond anything mortal magic might undo. But unlike so many others, you have learned to embrace your curse, channelling it's power into a sorcery all your own.

Cursemarked

You bear a powerful curse which cannot be easily dispelled through normal means. Choose a Lustbrand or Curse from the Lustbrand or Miscellaneous Curses sections of this document, or work together with your DM to create a unique curse of your own. This curse cannot be removed by any means short of a wish spell or divine intervention.

Hexborn Power

Beginning at 1st level, You have learned to draw power from the curses that afflict you. You gain 1 sorcery point for each curse you are currently afflicted by.

Additionally, your familiarity with curses has granted you a modicum of resistance against their power. You have advantage on saving throws made to resist the effects of hexes and curses.

Maledict Spellcraft

Starting at 1st level, your cursed magic allows you to wield similar afflictions against others. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Upon reaching 5th level, you learn the *Bestow Curse* spell. It is a sorcerer spell for you, but does not count against the number of sorcerer spells you know.

Curse Sense

Starting at 6th level, Your attunement to your own curse allows you to easily sense the presence of similar magics. You automatically recognize the presence, but not the nature, of curses on creatures or objects you touch, or afflicting lands you reside in.

By spending at least 10 minutes focused on a curse, you can make an insight check to attempt to learn more about it. The DM sets the DC for this check based on the nature of the curse and the information you are attempting to learn, On a success, you learn one of the following pieces of information.

- The the curse's effect.
- The curse's cause, or the general direction to it's source or caster.
- Insight into a special requirement needed to end the curse, such as restoring a sacred object to it's home, or fulfilling an ancient vow.

You must remain in direct physical contact with the cursed object, lands, or creature while using this feature. Once you have learned a piece of information in this way, you must wait 7 days before you may attempt to do so again.

Consume Curse

By 14th level, You have learned to fully harness the magic contained within a curse, consuming it to fuel your own spells. As an action on your turn, you may touch a cursed creature or object within 5 ft, removing a single curse from the target, as per the *Remove Curse* spell. When you do so, you may immediately use your reaction to cast any spell you know of a level equal to or lower than that of the curse. If the curse does not have a specified level, consult your DM, or treat it as a 3rd level curse.

You may use this ability a number of times equal to half your proficiency bonus, after which you must complete a long or short rest before you may do so again

Maledict Mastery

Upon reaching 18th level, you have learned to truly master your curses, weaving them weave directly into the spells you cast. When a creature critically fails its saving throw against one of your spells, you may use your reaction to choose one curse you are currently subject to, and that is of a level you can cast. The target must succeed on a wisdom saving throw, or gain the chosen curse.

Curses gained in this way last until removed by way of a Remove curse spell or similar magic, or until you choose to end the curse as a free action.

Sorcerous Origin:

Succubus Bloodline

Succubi corrupt entire bloodlines by their seductive feeding. It is the awakened blood of such a creature which provides you with you supernatural charm and beauty, and urges you to feed on the desires of others.

Aura of Sin

Beginning 1st level, the carnal magic suffusing your body has a visible effect on those around you. Creatures who begin their turn within 5 ft of you become hyperaroused until the start of their next turn.

As a bonus action on your turn, you may expend 1 sorcery point to force a hyperaroused creature who can see and hear you to make a charisma saving throw. On a failure, the target is charmed by you for a number of rounds equal to your proficiency bonus.

Succubus Insight

By also at 1st level, you have learned to channel your enchanting powers to reveal the secrets of those around you. As an action on your turn, you may to touch a creature and learn one of the following pieces of information about the target

- One Fetish, Kink, or Sexual fantasy the target has.
- One damage or stimulation type the target is vulnerable to.
- The name and appearance of the creature the target is most attracted to.
- The name and appearance of the last creature the target had sex with.

At the DM's Discretion, this may allow you to learn things about the target which they do not know themselves. Beginning at 2nd level, when you use this feature, you may spend sorcery points to learn one additional piece of information for each sorcery point spent.

Visions of Desire

Beginning at 6th level, you learn the *Alter Self* spell if you do not know it already, and may cast it without expending a spell slot a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again.

While transformed in this way, you have advantage on checks made to seduce creatures who have been targeted by your *Succubus Insight* feature.

Infatuating Desire

As your power increases, your abyssal charms become exponentially more potent. Starting at 14th level, any creature charmed by you is also infatuated.

Delicious Climax

Upon reaching 18th level, the true nature of your demonic heritage becomes clear. When a creature within 5 ft of you climaxes, you may use your reaction feed on the triggering target. If you do so, the creature must make constitution saving throw against your spell save DC. On a failure, the target gains one level of overstimulation, and you regain 1d4 sorcery points.

Sorcerous Metamagics

Lewd adventurers have learned how to use a variety of new, and often obscene tactics in their adventures, and sorcerers are no exception:

Spiked Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you may spend 2 sorcery points to "spike" your spell as if you were spiking a drink. A creature that fails their saving throw against this spell becomes intoxicated for the duration of the spell or until the end of it's next turn, whichever is longest.

Erotic Spell

Your inborn magic is seductive and arousing, and so are your spells. When you cast a spell as part of a sexual advance, you may expend 3 sorcery points to ignore the target's Inhibition Bonus.

Wild and Lustful Magic

Result	Effect
1	*Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls*
2	*Your arousal increases to it's maximum value and you immediately begin making climax saving throws.*
3	*Your clothes and armor disappear for until you complete a long rest. You are unaware of this fact, and utterly deny any suggestions to the contrary, or attempts to make you wear clothes.*
4	*Your body begins to compulsively masturbate. For the next minute, you must succeed on a DC 15 strength check at the start of each of your turns, or spend the turn pleasuring yourself to the best of your ability.*
5	*You cast Enlarge/Reduce on your genitals or other sexual traits. Roll 1d6: on a roll of 1-3, you enlarge these parts of your body; on a roll of 4-6 you reduce these parts of your body.*
6	*For the next hour whenever you open your mouth to speak, you experience the sensation and of a phantom cock in your mouth.*
7	*The last creature you had sexual intercourse with immediately climaxes, and is aware of the source of their climax.*
8	*You are petrified for 1d6 hours. While petrified in this way, your erogenous zones remain soft and fleshy, and you experience stimulation as normal.*
9	*You immediately grow a 12 inch cock if you do not already have one. If you already have a cock, ignore this result and roll again. This effect lasts until you climax.*
10	*For the next 1d6 hours, you can see the genitals and sexual characteristics of other creatures through their clothes.*
11	*For the next hour, anytime you climax, all other creatures within 30 ft must also make a climax saving throw, regardless of their current arousal, immediately climaxing on a failure.*
12	*You gain a powerful fetish for a random body part. For the next 24 hours, sexual acts or advances using that body part are made against you with advantage.*
13	*You lose any and all sexual characteristics, including genitals, until you complete a long rest. While transformed in this way, you may gain arousal, but automatically succeed on climax saving throws*
14	*You pubic hair grows to a length of 12 inches, and is silky soft. It cannot be cut until you complete a long rest, after which it falls out and returns to it's natural state.*
15	*Your erogenous zones become fully and almost painfully erect for the next 4 hours.*
16	*You are infatuated by the next creature you see for 1 hour, or until you climax.*
17	*A tiny fey appears on your shoulder and proceeds to kink-shame you for the next 24 hours.*
18	*A tiny imp appears on your shoulder and verbally encourages your most perverted sexual appetites for the next 24 hours.*
19	*Your breasts increase in size by one size category and begin lactating at high volume and pressure for the next 1d4 hours.*
20	*For next 1d4 hours, an etherial squirrel proceeds to whisper your darkest sexual fantasies into the ear of any creature within 20 ft of you. If the squirrel is killed, 2 more take it's place.*
21	*For the next 24 hours, you find yourself aroused by the silliest of things. Each time you hear a joke, pun, or other comedic retort, you gain 1d4 psychic arousal.*
22	*An illusionary duplicate of you appears within 5 ft of your current position, and lasts for 1d8 hours. The duplicate shares your appearance, but none of your ingame statistics, and is only interested in helping you get laid.*
23	*1d12 spectres appear at random locations within 20 ft of you. They move with you, and perform no actions other than watching you and pleasuring themselves.*
24	*For the next hour, the only words you can speak or write in any language are "Fuck Me"*
25	*For the next 24 hours, each time you climax, each creature within a 10ft cone must succeed on a dexterity saving throw or be covered in cum and gain 2d6 acid stimulation.*
26	*You smell strongly of sex for the next 24 hours. Any attempt to clean or remove this smell instead makes it stronger.*
27	*A magical seal appears above your genitals. For the next 1d6 days, you automatically succeed on climax saving throws.*
28	*You climax immediately, and the sound and image of your climax is magically broadcast to every creature of age within 1 mile.*
29	*A powerful fey appears at a point within 20 ft of you and demands to be brought to climax. If you fail to fulfil their request, they cast bestow curse upon you. If you succeed, they may grant you some form of boon or aid.*
30	*Your clothes magically transform to resemble a sexy maid's outfit. For the next 24 hours, you feel the magical compulsion to cook and clean, after which your clothes return to normal*
31	*You cast Arcane Eye. The magical sensor appears within 10 ft a creature currently engaged in sexual intercourse, regardless of range, and projects it's observations 5 ft in front of you for all to see.*
32	*The lower half of your clothes fall to the ground or are otherwise doffed, leaving your naked from the waist down.*

33	*If you have a cock, it is transformed into an enormous limp noodle for the next 1d6 hours. If you do not have a cock, ignore this result and roll again.*
34	*For the next hour, each of your fingers becomes tipped with a tiny cock*
35	*For the next 24 hours, any container you open contains an erect disembodied cock, in addition to any other contents.*
36	*A small rainstorm of flexible dildos falls on you, striking you for 1d4 bludgeoning damage. The dildos disappear shortly after falling to the ground.*
37	*You cast Grease, centred on yourself*
38	*If you have balls, they burst into harmless magical flame. For the next 24 hours, you produce powerful alcoholic drink in place of semen, after which your balls return to normal. If you do not have balls, ignore this result and roll again.*
39	*If you have tits, they become covered in a thin layer of frost, and feel cool to the touch. For the next 24 hours, squeezing them causes you to lactate ice-cream, after which your tits return to normal if you do not have tits, ignore this result and roll again.*
40	*Your senses are magically altered. For the next minute, you treat damage done to you as stimulation, and stimulation done to you as damage.*
41	*You gain the cock of a dragon or similarly sized monster, chosen by the DM. This lasts for 1 hour.*
42	*For the next 24 hours, each time you succeed on a knowledge check, you must make a climax saving throw, regardless of your current arousal.*
43	*Each creature within 20 ft of you must succeed on a wisdom saving throw or become hyperaroused for 1d4 rounds.*
44	*Even the lightest touch thrills your mind with mental pleasure. You gain an extra 1d6 psychic stimulation whenever you gain stimulation form a physical source.*
45	*Your hair transforms into 1d4 tentacles for the next hour. These tentacles act on your initiative. If you do not command them, they make a sexual advance against the nearest creature, or you, if there are no other targets.*
46	*You and a random creature within 30 ft swap genitals for the next hour. Stimulation and other sensations affect the original owner of the genitals, rather than the current owner*
47	*Your genitals detach from your body and become a tiny creature with the statistics of a homunculus. They reattach or reappear after 24 hours, or if reduced to 0 hit points.*
48	*For the next 24 hours, your skin flashes through vibrant colors to display your emotions and arousal. Insight checks against you are made at advantage.*
49	*For the next 1d6 days, each time you climax, your cum animates into a small elemental sprite with the statistics of a mud mephit.*
50	*For the next 24 hours, when you climax, your genitals release a small cloud of colourful confetti and the sound of a birthday cheer in place of cum.*
51	*You and all creatures within 30 ft of you must succeed on a constitution saving throw or become intoxicated for the next minute.*
52	*You Cast Evards Black Tentacles centered on yourself. The tentacles deal stimulation instead of damage.*
53	*Your Cast the Light Spell targeted on your erogenous zones.*
54	*Your Clothes Animate and begin pleasuring you. You gain 1d6 bludgeoning stimulation at the start of each of your turns. This effect lasts until you remove your clothes by succeeding on a strength saving throw.*
55	*You Grow Animal Ears and a tail. For the next 24 hours, your speech is magically altered to include cute animal noises and puns, after which the tail and ears disappear.*
56	*You transform into a gargantuan dildo for the one minute.*
57	*For the next minute, if you move more than 5 ft on your turn, your ass cheeks cast the thundeclap cantrip as a free action.*
58	*A pair of phallic horns appear on your head, crowned with a halo of flames. These horns remain for one hour, after which they disappear*
59	*14 werewolves appear at random points within 30 ft of you. They are fully erect and violently horny.*
60	*You cast charm person, targeting a random creature within range.*
61	*It all goes to your hips. For the next minute, your size category increases by one, and your intelligence score becomes 8*
62	*A large, phallic mushroom bursts from the ground at a point within 5 ft of you. If touched, it moans loudly.*
63	*For the next hour, you can only speak or vocalize in animal noises. This does not impact your ability to cast spells with verbal components*

64	*You cast entangle, centered on yourself. Creatures that end their turn within the spell's area take 1d4 bludgeoning stimulation.*
65	*Your undergarments teleport to the top of your head. If you are not wearing undergarments, someone else's undergarments teleport to the top of your head.*
66	*An etherial spotlight remains focussed on you until you complete a seductive show.*
67	*A succubus appears at a point within 20 ft of you, and makes it their personal mission to seduce you into lecherous acts.*
68	*You regain your virginity. You lose proficiency with all sexual implements (including your natural implements) until you cause another creature to climax.*
69	*For the next 24 hours, faint and seductive music can be heard playing by any creature within 30 ft of you. Nice.*
70	*Your tongue grows to a length of 2 ft, and counts as a +1 sexual implement for the next hour.*
71	*You cast Time Stop. Sexual acts you perform while under the effects of this spell do not cause the spell to end.*
72	*A wolf or other large canine appears at a point within 5 ft of you and immediately attempts to hump your leg.*
73	*A random object within 30 ft of you becomes a mimic.*
74	*You cast prestidigitation, soiling the pants of the nearest creature other than yourself that is wearing pants.*
75	*A market stall full of bread appears within 30 ft of you. Everyone is uncomfortable.*
76	*A Ghost appears at a point within 5 ft of you and proceeds to perform oral sex on you for the next minute, or until you climax.*
77	*You are showered with the loose pages of a large journal. Each page contains a beautifully rendered images of feet*
78	*Sexually degrading writing appears all over your body. It cannot be washed off or cleaned by mundane or magical means for the next 24 hours.*
79	*You cast Enthral, targeting all creatures within range.*
80	*2d6 poisonous snakes appear within 20 ft of you. They have a fly speed of 30 ft, and their bite attacks deal stimulation instead of damage.*
81	*A strange nun appears, spanking you for 1d8 bludgeoning damage before disappearing*
82	*You cast suggestion on yourself and your nearest ally. The suggestion is to kiss*
83	*You are showered in coins and tips. Gain 2cp for every sexual advance you have made in the past 24 hours*
84	*A bullywug appears from the nearest body of water, and attempts to persuade you into kissing it. The bullywug claims to be royalty of some sort.*
85	*You cast haste on yourself. Your skin turns blue for the duration of the spell.*
86	*Your genitals are swarmed by an array of tiny harmless lizards for the next 24 hours. The lizards spread to any creature you have sexual intercourse with.*
87	*I disembodied voice calls from the distance, encouraging you to "do it for the exposure" each creature that can hear the voice must make a performance check, and lose a number of CP equal to the result.*
88	*A for the next minute, an etherial greatclub hovers over you, attacking any creature you can see that performs a sexual advance. The club uses your spell attack modifier when making attacks.*
89	*If you have a pussy, it transforms into a fragrant flower for the next 1d6 hours. If you do not have a pussy, ignore this result and roll again.*
90	*An incredibly attractive goblin appears at a point within 5 ft of you, wearing leather pants and singing words of power. He claims to be a king, and will not leave until you agree to marry him.*
91	*You begin drooling uncontrollably, and are unable to close your mouth.*
92	*A random barmaid appears, slapping you for 1d4 bludgeoning damage before calling you a pig or a whore and then disappears.*
93	*If you have tits, you magically grow an additional single breast*
94	*A talking squirrel appears at a point within 5 ft of you, and drunkenly accosts you for money before asking if you know where he lives. He seems to be having a very bad day.*
95	*For the next minute, any food you touch magically transforms into dick-shaped candies.*
96	*A portal to your genitals appears on a random surface within 1000 miles. The portal lasts for 24 hours, and can be used to perform sexual acts.*
97	*You cast Hypnotic pattern, centered on your nipples.*
98	*If you have a cock, it magically splits into two duplicates of itself for the next 24 hours.*
99	*A scarlet "A" appears on your left breast, and is visible through your clothing. It cannot be washed off or cleaned by mundane or magical means for the next 24 hours.*
100	*You violently climax in a burst of magical energy, regaining all expended spell slots.*

Warlock Patrons

The Dollmind

It is not know exactly what The Dollmind truly is - whether it is some great intelligence overseeing the Dollhouse; the simple expression of clockwork synchronicity between dolls en mass; or perhaps even an expression of The Mistress, echoed through the Orichalcum components that make the Servitors so unique. Whatever the truth, the inexplicable pull of The Dollmind holds a power far beyond it's component dolls.

Those who bind themselves to The Dollmind do so for a number of reasons - but they are rarely the reasons that inspire other such pacts. The Dollhouse has no need of those who seek power, and no place for those unwilling to serve. Instead, The dolls form rare pacts with those who seek purpose above all else. Such contracts, forged with the mysterious nature of The Dollmind itself, entwine a person forever within the intricate mechanisms of The Dollhouse, making them as much a part of the collective as any doll - albeit with an autonomy not otherwise found within it's perfectly synchronous parts.

Even those warlocks who are not Dolls know their purpose. As a part of the collective, their role is to serve, and their obedience is to be absolute. This is not expressed as much in words as it is felt within the core of their being. They are no longer only themselves - they are a part of the greater whole, and their actions are dictated by a simple yet inexplicable sense of purpose. They also know the risks of denying this purpose - components that fulfil not purpose will be *replaced*.

Expanded Spell List

The Dollhouse lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

The Dollmind Epanded Spell List

Spell Level	Spells
1st	*Cure Wounds, Sanctuary*
2nd	*Aid, Word of Safety*
3rd	*Create food and Water, Tiny Servant*
4th	*Fabricate, Celia's Comfy Cottage*
5th	*Animate Object, Greater Restoration*

Mechanical Precision

Also at first level, your patron grants you an intrinsic understanding of complex mechanisms. You gain proficiency in tinkers tools if you are not already proficient, Additionally, you know the *Mending* cantrip and may cast it as a warlock cantrip.

Pleasures of Service

Starting at 6th level You have begun to understand the true pleasure that comes from serving others. When an ally within 5ft of you would fail an attack roll, skill check, or saving throw, you may use your reaction to grant your ally advantage on the triggering roll.

You may use this feature a number of times equal to your proficiency bonus, after which, you must complete a long or short rest before you may do so again.

Perfect Purpose

The sense of purpose granted by your patron gives you clarity even when your mind would be otherwise muddled. Beginning at 10th level, you are immune to the flustered, frightened, charmed, and infatuated conditions.

Synchronicity

As you reach 14th level, the uncanny perfection of a doll suffuses your movements and actions as you fall perfectly in sync with the world around you. Everyday inconveniences cease to exist for you. There is always a room at the inn, you always arrive exactly in the moment you are most needed, and even when lost, you somehow inevitably wind up exactly where you are meant to be.

You ignore disadvantage caused by mundane sources, such as difficult terrain or nonmagical darkness. This does not affect disadvantage caused by the abilities or class features of other creatures.

As a bonus action on your turn, you can focus this sense of synchronicity to grant yourself advantage one attack roll, skill check, or saving throw. Once you use this feature, you must complete a short rest before you may use it again.

The Eternal Cure

Not all eldritch forces seek dark and twisted aims. The Eternal Cure is a strange and mysterious being, who's true nature can never be known - but its purpose is clear. The Cure heals the wounded treats the ailing, and eases the suffering of all those it touches, feeding on their pain by exchanging it for pleasure.

Aspects of The Eternal Cure can be found among the battlefields of horrific wars, and the streets of the most plague wracked kingdoms. It sustains itself by consuming the sickness of the world, and it is either incapable or unwilling to cause pain itself. Warlocks of The Eternal Cure are similarly bound, sworn to inflict pain only where it would prevent greater harm.

Despite this seeming altruism, the Eternal Cure is itself no more a force of good than of evil. It takes no sides, and turns away no patient, devouring the sickness of both good and evil alike, growing stronger with each wound it heals. So long as the world is plagued by pain and disease, The Cure will continue to exist - and continue to grow stronger.

Expanded Spell List

The Eternal Cure lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

The Eternal Cure Expanded Spell List

Spell Level	Spells
1st	*Cure Wounds, Numbing Sensation*
2nd	*Instant Recovery, Lesser Restoration*
3rd	*Beacon of Hope, Remove Curse*
4th	*Death Ward, Miraculous Milk*
5th	*Angel's Embrace, Greater Restoration*

Medical Secrets

At 1st level, your patron grants you understanding of unknowable medical secrets, by which you may heal the wounded. You gain proficiency in the medicine skill if you are not already proficient, and may use your charisma bonus in place of your wisdom bonus when making medicine checks.

Eldritch Nursing

Also at 1st level, as an action on your turn, you may expend one use of a healer's kit to attempt to restore hit points to a creature within 5ft. Make a medicine check with a DC equal to the target's constitution score. On a success, the creature expends a number of hit dice up to your proficiency bonus, regaining hit points as if it had completed a short rest.

Pain Eater

Starting at 6th level, when a creature within 10 ft, other than yourself, would take damage from any source, you may use your reaction to consume the painful wounds. The triggering target takes no damage, and you instead gain psychic stimulation equal to the same amount. This stimulation cannot be reduced by any means. You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long or short rest before you may use it again.

Shared Mercy

Beginning at 10th level, you are capable of extending the blessings of your patron to others as well as yourself. When you use your *Pain Eater* feature to negate damage to a creature, you may bestow the pleasure granted by your patron onto another creature. Choose a single creature within 30 ft. This creature must make a charisma saving throw against your spell save DC. On a failure, the target gains the stimulation that would have been applied to you. On a failure you gain the stimulation as normal

Exchange of Suffering

As you reach 14th level, you are able to exchange the suffering of those around you for pleasures granted by your patron. When you use your *Eldritch Nursing* feature to restore hit points to a creature, your may also choose to remove one condition or curse from the target, up to 5th level. If you do so, the target becomes hyperaroused for the remaining duration of the removed condition, or for one minute - whichever is shorter. While affected in this way, the target is infatuated by you. Both effects end immediately if you or one of your allies harms the creature in any way.

The Verdant Hive

Long before the Shattering tore apart the world and scattered the vespia to the far corners of Eden, The Verdant Hive served as the ancestral seat of power form which generations of Queens ruled over and protected the subterranean gardens of paradisium. While now lost amongst the myths of a new world, the Verdant Hive still exists, as does its untold power of it's ancestral magic.

Expanded Spell List

The Verdant Hive lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

The Verdant Hive Expanded Spell List

Spell Level	Spells
1st	*Entangle, Dee's Nutritious Nutt*
2nd	*Pheramone Bloom, Wither and Bloom*
3rd	*Plant Growth, Speak with Plants*
4th	*Fertile Ground, Giant Insect*
5th	*Tree Stride, Insect Plague*

Additionally, you learn the following cantrips, which count as warlock cantrips for you: DruidCraft, Infestation, Thorn Whip,

Vespian Secrets

At 1st level, your connection to the hive grants you an innate understanding of the natural world, and a small measure of control over it. You gain proficiency in the nature skill if you are not already proficient, and may use your charisma bonus in place of your intelligence bonus when making nature checks.

Additionally, you ignore difficult terrain created by plants, and your movement cannot be blocked or inhibited by plants or other natural growth.

Verdant Companion

Starting at 6th level, your patron has taught to awaken the flora around you into fierce allies. As part of a short or long rest, you may use a 10 minute ritual to awaken a nearby plant, creating a sentient *Swallowing Vine* as shown below. The Swallowing Vine shares your proficiency bonus and uses your charisma modifier when determining it's attacks and saving throw DCs. It has an AC of 13 + your proficiency bonus, and uses your charisma modifier in place of it's constitution modifier when determining it's hit points. It's hit dice and recovery dice are each 1d6, and it has a number of each equal to twice your proficiency bonus.

At your DM's discretion, you may use this feature to instead awaken other plant creatures of an appropriate CR. These plants acts on your initiative, and have their own turn, The plants are friendly to you and your allies, and obey your telepathic commands to the best of their ability. If you don't issue any commands to the plants, they defends themselves from hostile creatures, but otherwise take no actions.

Once the ritual is complete, a plant remains awakened until it is reduced to 0 hit points. You may have only a single plant awakened at one time, and attempting to awaken an additional plant causes the existing vine to wither and die.

Swallowing Vine

Medium Plant, unaligned

Armor Class 13 + your proficiency bonus
Inhibition Bonus +1
Hitpoints (8 (or 2d6) + your charisma modifier) × your proficiency bonus.
Hit Dice 2d6 x your proficiency modifier.
Maximum Arousal (8 (or 2d6) + your charisma modifier) × your proficiency bonus.
Recovery Dice 2d6 x your proficiency modifier.
Speed 30 ft, Climb 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	5 (-2)

Damage Resistances Poison
Damage Vulnerabilities Fire, Cold, Acid
Stimulation Resistances Fire, Cold
Stimulation Vulnerabilities Poison
Condition Immunities Blinded, Deafened, Exhaustion, Overstimulation
Senses Tremmorsense 60 ft (blind beyond this point)*
Languages Understands Sylvan, but cannot speak

Shared Sight* The Swallowing Vine shares your senses, and is aware of the location of any object or creature you can see. The Swallowing Vine has line of sight to any target you can see, regardless of it's position.
Awakened Companion The Swallowing Vine uses your Charisma Modifier when making attacks, and when determining it's Save and Escape DCs.

Actions

Multiattack. The Swallowing Vine makes two tendril attack or one tendril attack and one swallow attack.
Tendril. Melee Weapon Implement: reach 15 ft., one creature. Hit: (1d6 + your charisma modifier) bludgeoning damage or stimulation, and the target must succeed on a strength saving throw or be Grappled.
Swallow. Melee Weapon Attack/Advance: reach 5 ft., one creature grappled by the verdant companion. Hit: 12 (2d6 + your charisma modifier) acid damage or stimulation, and the target must succeed on a strength saving throw of be Engulfed. Each round a creature is engulfed in this way, it takes additional acid damage or stimulation equal to your charisma modifier + your proficiency bonus.

Lush Overgrowth

Beginning at 10th level, the bond you share with the first hive has grown, and so too has your ability to channel it's magic. When you cast a warlock spells or cantrip, your awakened plant can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Awakened Nature

Upon you reach 14th level, your patron's power allows you to awaken the nature around you as easily as you draw breath. You may have two awakened plants at once instead of one, and if you roll initiative and have no awakened plants, you may use your reaction to awaken one as per your *verdant companion* feature.

The Mistress

Deep within the heart of the lost realm of Paradisium, there sleeps a being manifest of the deepest desires of mortal and immortal kind a like. Sealed within her lustful chambers, The Mistress is a force too ancient and powerful to properly describe with words - instead, she is a being of sensation, of pleasure, and of yearning

The Mistress' rules over the forgotten birthplace of the gods, imprisoned there on the day she born. Her presence alone has turned the ancient Eden into an infinite dungeon of arousal and eroticism, and within it's cavernous chambers, her thirst for pleasure is echoed in every living being. Few adventurers who enter Paradisium ever return from it's depths, but those who do are changed forever; twisted into lewd reflections of their former selves, and released back into the world to spread The Mistress' lustful will.

Your Patron is a being of primal lust and pleasure - of arousal and desire so deep that mere sanity bends in her wake. Unlike other patrons, The Mistress bares no secret motivations. She exists to spread desire through the world, weakening the bars of her prison with every lewd act committed. When the day comes, the entire world shall climax in her presence, and pain will be replaced with endless pleasure.

Expanded Spell List

The Mistress lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

The Mistress' Epanded Spell List

Spell Level	Spells
1st	*Primal Musk, Salty Surprise*
2nd	*Fantastic Fuckhole, Instant Recovery*
3rd	*Fast Friends, Locate Hookup*
4th	*Lovenest, Stunning Orgasm*
5th	*Geas, Dominate Person*

Protections of the Lustful

At first level when you choose this pact, The Mistress takes steps to ensure you can always fulfill your pact. You are immune to sexually transmitted disease, and cannot become pregnant unless you choose to do so, even through non-traditional pregnancy.

Inured to Arousal

Your pact with The Mistress has exposed you to Arousal far beyond anything this world has to offer. Beginning at 1st level, the time you remain incapacitated after climax is reduced by half, and you treat overstimulation as if it were one level less. In addition, you have advantage on saving throws against the charmed and infatuated conditions

Gifts of Perversion

Starting at 6th level, the will of The Mistress is enough to transform even the darkest sensations into a perverse kind of pleasure. As a bonus action on your turn, you may expend a warlock spell slot to embrace the perverse nature of your patron. If you do so, any damage dealt to you before the start of your next turn is dealt as stimulation instead. In addition, You may treat any weapon as a sexual implement, dealing stimulation in place of it's normal damage.

Corruptive Reversal

Starting at 10th level, you are capable of channelling the pleasures of the mistress back upon those who would attempt to seduce you. You are immune to the Charmed and Infatuated conditions. When you are targeted by a spell or effect that would apply one of these conditions, the source of the triggering effect must immediatley make a wisdom saving throw. On a failure, the target is subjected to the triggering effect, as if you had targeted them. Creatures who are immune to the triggering condition instead take psychic damage equal to your spell save DC.

Orgasmic Offering

By 14th level, The Mistress has taught you how to truly harness the arcane power of unbridled lust. When a creature within 10 ft of you climaxes, you may use a reaction to offer their pleasure to your patron. The triggering target must immediately make an additional climax saving throw. On a failure, the target gains one level of overstimulation, and you regain the use of an expended warlock spall slot.

Pact Boons

While The Master is not the only patron who might seal pacts in the following way, the options below represent some of the most common pacts among her chosen

Pact of the Collar

The Pact of the Collar is bestowed upon supplicants who promise themselves not for power or for personal gain, but for the fulfilment of serving. Such servants are gifted with a Pact Collar, which symbolizes their unwavering love and devotion to their patron.

Your pact collar cannot be removed or destroyed by any means although you may, transform one Magic Collar into your pact collar by spending 8 hours in ritual supplication to your patron. You can't affect an artifact or a sentient item in this way.

The collar ceases being your pact collar if you die, if you perform the 8-hour ritual on a different collar, or if you use an 8-hour ritual to break your bond to it. The collar is destroyed when it ceases being your pact collar.

While wearing your Eldritch Collar, you may use an action on your turn to peer into the heart of any creature you are touching. The target must make a charisma saving throw. On a failed save, you learn the creature's alignment, current emotional state, and any kinks, fetishes, or repressed desires the target has. You learn only that these desires exist in the target, not if they have been acted upon. On a successful save, the target is immune to the effects of this feature for the next 24 hours

You have advantage on Persuasion (charisma) and Insight (wisdom) checks made against any target who has failed their saving throw against this feature within the past 24 hours.

Pact of the Mirror

Mortals have chosen to sell themselves away for beauty and influence since before the first stars twinkled in the sky. The Pact of the Mirror bestows upon the pact maker a mirror of unseemly beauty, which may be used as a spellcasting focus for your warlock spells

If your pact mirror is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron.

While your Pact Mirror is on your person, you remain in or return to the prime of your life, and are considered supernaturally beautiful or attractive. You cannot be aged by any means, non-magical or otherwise, and your form cannot be altered by spells or other magical effects unless you choose to allow the alterations.

Your unnatural beauty gives you advantage on Persuasion (charisma) checks made against humanoids and creatures with an intelligence of 8 or higher

Pact of the Name

The pact of Names is made by those who wish to disappear, leaving no trace of their former self. Those who make this pact, you surrender their very name and identity to their patron magically erasing their memory from all who knew them.

From this point forward, you assume a new identity and new form. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You cannot alter your race, although you may alter your gender, sex and sexual characteristics within the natural limits for your race.

You may change your name and identity in this way again by spending 8 hours and at least 100gp worth of gold or other valuable commodity in supplication to your patron. Changing your identity in this way does not erase your former identity from memory, however you cannot return to the same identity for a year an a day.

Pact of the Needle

A pact of the needle is formed by warlocks who make their deals to save the life of another. Signers of this pact gain a pact needle in the form of an ornate syringe, decorated in a fashion befitting their patron. This needle deals 1d6 piercing damage, and has the finesse property. The syringe may be filled with any potion or liquid poison as an action on your turn, allowing you to deliver the potion or poison as a special melee attack.

Your pact needle may also be used as a spellcasting focus for your warlock spells, and if it is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron.

Additionally, when you deal damage to a living creature using your pact needle, you may use your reaction to draw a portion of their life essence into the needle, reducing the target's remaining hit dice by one, and storing it within your syringe.

As a bonus action on any subsequent turn, you may use the needle to inject this essence into another creature within 5ft of you, expending the stored hit dice and restoring hit points to the target as if part of a short rest. Your syringe can store a number of hit dice at one time equal to your proficiency bonus.

Pact of the Smuggler

Some pacts are sworn not for great power or out of painful desperation, but in simple moments of pragmatic need. The pact of the smuggler is common among thieves and criminals, or anyone for whom the threat of being discovered is worth the arcane price.

Upon signing this pact, your body itself becomes like a bag of holding, with an interior space considerably larger that would seem possible. Any object which can be fit through the openings of your natural implements may be stored in this space, up to a number of pounds equal to 100 times your charisma modifier.

Items stored within this space cannot be detected or retrieved by any creature other than yourself. Each time you attempt to store or retrieve an item from this space, You must succeed on a constitution saving throw against your own spell save DC, or gain stimulation equal to your proficiency bonus.

Pact of the Whip

The pact of the whip is granted to those warlocks who seek dominion and domination of other creatures. With it is given a pact implement, which may take the form of a whip, a crop, or any other tool of domination, as decided by your patron.

Your pact implement may also be used as a spellcasting focus for your warlock spells, and if it is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron. While your pact implement is in your possession, You have advantage on intimidation (charisma) checks made against creatures of size category medium or smaller.

Additionally, you have advantage on skill checks and sexual advances made against creatures who are flustered or frightened of you, and Creatures charmed by you have advantage on sexual advances made to please you

Warlock Invocations

The following warlock invocations expand on the power that can be granted by your patron, and the pact boons listed above.

Arcane Injection

Prerequisite: Pact of the Needle feature

When you cast a spell using your pact needle as a spellcasting focus, you may choose to cast it with a range of touch, regardless of the spell's normal range. If you do so, the target has disadvantage on it's first saving throw against the spell's effects.

Brand of Perversion

Prerequisite: 17th level, Access to the Branding Lust spell.

When casting the *Branding Desire* spell, The spell is cast as if using a spell slot one level higher.

Denial of Release

Prerequisite: Pact of the Whip feature, 15th level

When you impose the denied condition on a creature, it gains one level of overstimulation for each long rest it completes while still denied.

Denied Supplication

Prerequisite: Pact of the Collar feature, 11th level

Upon completing long rest you may choose to gain the Denied condition until you complete another long rest. If you do so, you gain an additional use of your Mystic Arcanum class feature

Eldritch Fingers

Prerequisite: Pact of the Smuggler feature

Once per round as a free action, you may stow or retrieve a single item from within your body. If this item is a nonmagical weapon or sexual implement, it gains an enchantment bonus equal to half your proficiency bonus until the end of your next turn.

Empowering Domination

Prerequisite: Pact of the Whip feature

When you instruct, command, or suggest a course of action to a creature using a warlock spell, that creature has advantage on attack rolls and ability check made to perform that action.

Hunger of the Void

Prerequisite: Pact of the Smuggler feature

When you use an action on your turn to stow a nonmagical item or object within your body, you may instead choose for the object to be destroyed. If you do so, you may immediately expend a single hit dice, regaining hit points as if during a short rest.

Flustering Charm

Prerequisite: 11th level

The first time a creature fails it's saving throw against one of warlock your spells or abilities which includes the charmed condition, it is flustered until the end of it's next turn, in addition to the spell's normal effects

Language of Love

You may communicate telepathically with creatures you are in physical contact with. You do not need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language

Lustful Sacrifice

When you would make a Climax saving throw, you may instead choose to climax immediately, in exchange for regaining a warlock spell slot. You must complete a short or long rest before you may use this feature again.

Lustful Assistance

Prerequisite: Pact of the Collar feature

You may take the help action as a bonus action on your turn, targeting an ally within 15 ft. If you do so, the target's Inhibition Bonus is reduced to 0 until the beginning of it's next turn

Persuasive Binding

Prerequisite: Pact of the Whip feature

You have advantage on persuasion (charisma) checks against restrained or bound creatures.

Seductive Beauty

Prerequisite: Pact of the Mirror feature. 9th level

You may cast *Enthrall* without expending a spell slot. Creatures enthralled by you perceive you as the most beautiful and arousing creature they have ever encountered.

Servant's Aid

Prerequisite: Pact of the Collar feature

When an ally within 30 ft of you casts a spell, you may use your reaction to expend a spell slot and add the your warlock spell slot level to the level of the spell being cast.

Slight of Magehand

Prerequisite: Pact of the Smuggler feature, Access to the Magehand cantrip

When you use your magehand to stow or retrieve an item, You may stow or retrieve the item from within your body, regardless of the location of your magehand.

Spell Swallower

Prerequisite: Pact of the Smuggler feature, 11th level

When you succeed on a saving throw against a spell which targets only a single creature, you may choose to store this spell inside your body. The stored spell cannot be of a level higher than your warlock spell slot level. As an action on your turn, you may expend the stored spell, casting it at the same level without expending a spell slots or component. Once you use this feature, you must complete a long rest before you may do so again.

Succubi's Charm

Prerequisite: 15th level

Creatures Charmed by you must make a charisma saving throw at the start of each of their turns or become Infatuated by you until the start of their next turn.

Surrender to Desire

Prerequisite: Pact of the Collar feature

As a free action on your turn, you can choose to submit to the desires of those around you. Until the start of your next turn, You gain the nymphomanic condition.

In return, your sexual advances ignore resistances until the start of your next turn.

Tainted Transfusion

Prerequisite: Pact of the needle feature, access to the Greater Restoration or Lesser Restoration spell.

When you use you pact needle to cast the Greater Restoration or Lesser Restoration spell, you may choose to store the removed effect or condition within your pact needle. You may have only one effect or condition stored within your pact needle at a time. As an action on your turn, you may make a melee spell attack against a creature within 5 ft, applying the stored effect or condition to the target.

Twisted Reflection

Prerequisite: Pact of the Mirror feature, 15th level

When you succeed on a saving throw against a spell which applies a condition, you may use a reaction to store the condition within your pact mirror. When you cast a warlock spell with a single target, you may choose to add this condition to the effect of your spell. You must choose to do so before the spell is cast, and doing so removes the condition from your mirror. You may have only 1 condition stored in your mirror at a time

Un-scarred Visage

Prerequisite: Pact of the Mirror feature

You may cast *Cure Wounds* on yourself without expending a spell slot. You may use this feature a number of time between long rests equal to your proficiency bonus.

Unending Brand

Prerequisite: 15th level, Access to the Branding Lust spell.

When casting the *Branding Desire* spell, maintaining the spell no longer requires counteraction. At 18th level, the spell's maximum duration increases to a year and a day.

Voracious Smuggler

Prerequisite: Pact of the Smuggler feature, Access to the Swallow Spell

When you cast the Swallow spell, you may engulf twice the normal number of creatures, and the spell's duration becomes 1 hour.

Wizard School:

School of Bimbomancy

"Bimbomancy," or more accurately named Vapidomancy, is a unique school of wizardry first developed during the Illithid wars as a way to more effectively counter the intellect draining powers of the mind-flayer armies. The founder of the school, Vitalia Bimbeaux, realized that despite their potential as easy prey, many less intelligent races and creatures were almost entirely ignored by the Illithid invaders. After years of studying these patterns, she was inspired by the trance-like states used by Githzerai monks, and set about adapting the same principals to form a school of wizardry which could turn the Illithid's greatest strength against them.

Spelltrance

Beginning at 2nd level, when you begin your training in this subclass, you learn to set aside your analytical mind and enter a thoughtless trance, from which you can more effectively channel the magic around you. As a bonus action on your turn, you may set aside all thought to enter a meditative Spelltrance, which grants you the following effects.

- Your intelligence and wisdom scores are reduced to an amount equal to your proficiency bonus.
- Your spell attack modifier and spell save DC remain unchanged.
- You can speak only in simple words and phrases
- You gain imunity to the flustered condition.
- Any psychic damage dealt to you is instead dealt as psychic stimulation.
- You have advantage on saving throws against any effect that would sense your emotions or read your thoughts.
- When targeted by an effect that would force you to make a wisdom or intelligence check or saving throw, you roll a number of d6 up to, but no more than, your remaining recovery dice, adding the result to your check.
- If a spell or effect would reduce your intelligence or wisdom scores to 0 or below, the score is instead reduced to 1, and you gain the intoxicated condition until the end of your next turn.

Your Trance lasts for 1 minute. It ends early if you are knocked unconscious, or if you climax. You can also end your trance on your turn as a bonus action.

You may enter this trance a number of times equal to your proficiency bonus, after which you must finish a long rest before you can do so again.

Willing Surrender

By 6th level, You have mastered the art of surrendering your mind, allowing you to twist that surrender into something you are intimately familiar with.
When a creature targets you with a spell or effect which would alter or manipulate your mind in some way, you may choose to automatically fail your saving throw against it. If you do so, it has no effect. Instead, choose a spell you know of a level equal to or greater than that of the triggering spell or effect. The chosen spell must target a single creature who is not an ally.

You are subject to this spell's effects as if you had cast it on yourself, regardless of the spell's normal target. The spell lasts for it's full duration, and you automatically fail all saving throws against this spell.

Uninhibited Release

Upon reaching 10th level, you have learned to harness orgasm to free yourself of all inhibitions and afflictions.

Once per round, when you would make a climax saving throw, you may instead choose to give yourself fully into orgasm, climaxing immediately and ending all other effects or conditions affecting you. If you do so, you gain the nymphomanic condition in place of incapacitated after climaxing.

Lustful Backlash

Finally, at 14th level, you are able to harness the true potential of your erotic spell trance. You use your *willing surrender* feature to replace the effect of a spell or effect with a spell of your choice, you may use your reaction to force the triggering creature to make a charisma saving throw. On a failure, the target takes 6d6 psychic stimulation, and is subject to the triggering spell or effect.

Wizard School:

School of Obscenities

The first rights of magic were not taught by scholarly wizards in high towers, or powerful archmages in university lectures. Long before the days of wizarding schools, magic was the domain of the occult and outcast, and spells were things of passion as much as study.

Those who study the School of Obscenities remember the old ways, and the powerful rites and rituals now forbidden by formal institutions. Woven with sex, desire, and arousal, the obscene magic they practice is empowered by the lustful energies of life itself.

Orgasmic Empowerment

Beginning at 2nd level when you choose this school, you have learned to harness your orgasms to empower the magic of your spells. You have advantage on concentrating checks triggered by stimulation, climax, or other lewd conditions.

Additionally, once per round when you climax, you may immediately use a free action to cast one wizard spell which would normally require an action. When you do so, the spell is cast as if it were 1 level higher than the spell slot used to cast it.

Lustful Ingredients

By 6th level, you know how to make use of components forbidden by more formal schools of magic. When casting a spell that targets a single creature, you may expend a vial of that creature's cum or other sexual fluids to extend the range of the spell to 1 mile, ignoring line of sight.

The target hears the verbal components of your spell as a faint whisper in their ear, and feels any direct somatic components as a gentle phantom touch. A successful arcana check against your spell save DC allows the creature to recognize they have been targeted by a spell, even if they cannot determine the source.

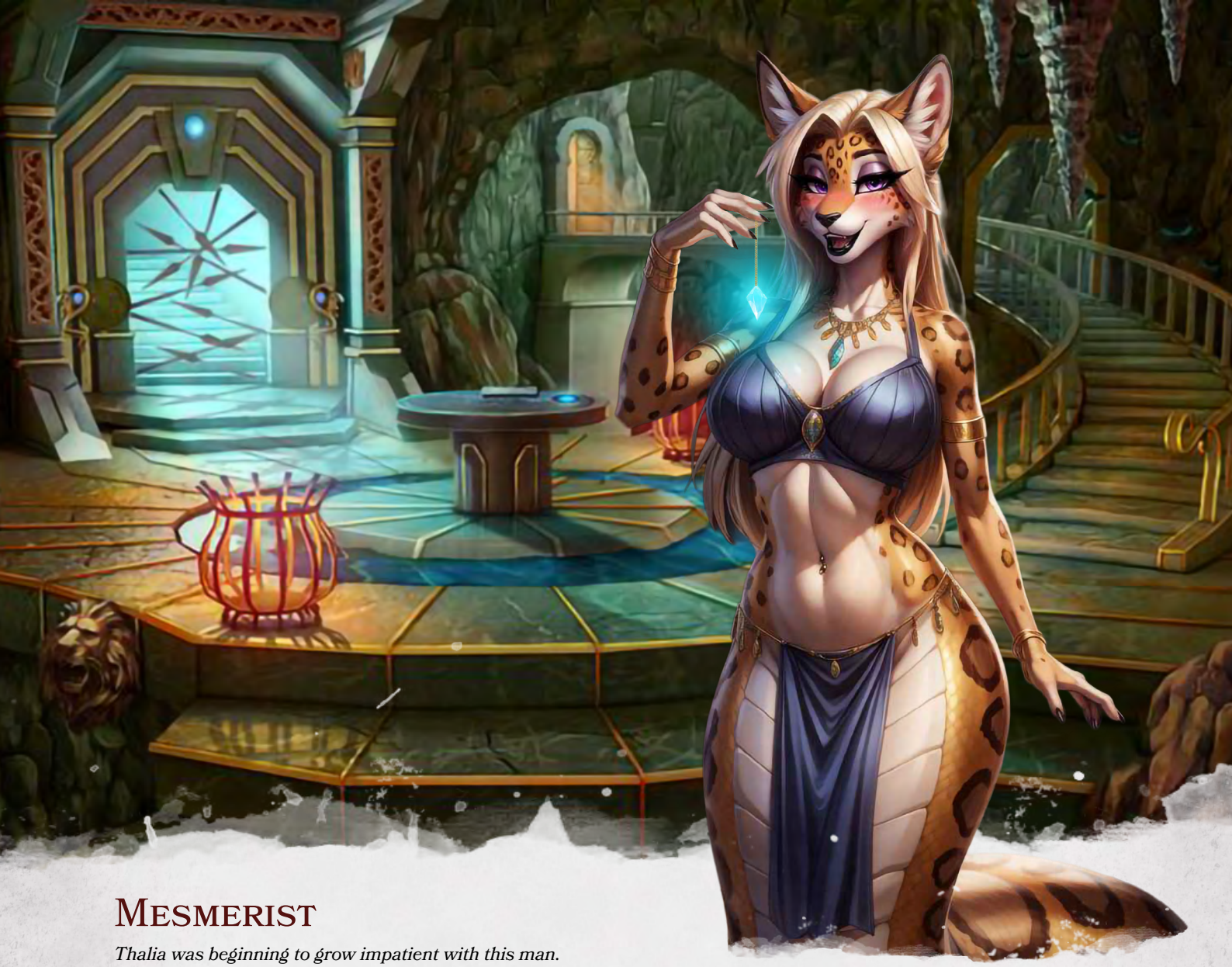
Profane Ritual

Starting at 10th level, you have learned obscene rites, which allow you to transform almost any spell into a ritual. When casting a spell of 5th level or lower, you may instead choose to cast the spell as a profane ritual, even if it does not have the ritual tag.

Profane Rituals function in exactly the same way as other rituals, but require continuous sexual activity with at least one partner for the full duration of the ritual. The number of partners requires is equal to the spell's level, minus one. For the ritual to succeed, each creature involved must climax at least once.

Sexual Bonding

Upon reaching 14th level, the you have learned to use the magic of sex to bind creatures together in powerful arcane bonds. When using your Profane Ritual feature to cast a spell which targets at least one ally, you may instead target all creatures participating in the profane ritual.



Mesmerist

Thalia was beginning to grow impatient with this man. Of course, he had his rights and interests to protect, and it was his choice to make on the matter, but he was being infuriatingly childish and pedantic. What did it matter if he walked away with a cut of sixty percent verses sixty-five? The fact of the matter was, without her services and investment his little illicit potion shop wasn't going to survive. Yet he continued to prattle on about expenses and profit margins and securement fees with no end in sight. It was really becoming quite tiresome.

With a sly movement of her tail, she emptied a few drops of her special cocktail into his drink. He was far to embroiled in his rant about the increasing cost of fireseed to notice. Now all she had to do was wait for him to wet his surely parched throat. It didn't take long. The import traders never did grow accustomed to the dryness of the desert. Thinking about it, his insistence on diluting the goods with so much water was almost certainly the reason his business was failing in the first place - water was more expensive than opium this far out into the sands.

As the trader's eyes began to take on the telltale haze of someone well and truly intoxicated, his inane ramblings finally came to a halt and she was able to begin. A few gentle words and an encouragement to focus only upon her lips, and he was deep in trance. She would hardly bother to take him for all he was worth - that was just bad business. But negotiations always went so much more smoothly once her clients were prepared to ***listen****.*

Mundane Magic

Mesmerists are a unique breed of adventurer, often mistaken for wizards or sorcerers who specialize in charm magic. With a unique skill for manipulating the minds of others, it is easy to se why. However there is no magic in the art of Mesmerism. Only skill, and a deep understanding of the minds of others. Mesmerists accomplish by mundane means what so many others would attribute wholly to spellcraft. And for most, there is little reason to correct that attribution.

Skillful Practice

Mesmerists are masters of manipulation and misdirection, able to control others with little more than their voice and a ready application or patience. With only a few well placed words or motions, a Mesmerist can capture the attention of those around them, and send the minds of their audience into deep hypnotic trance. Without the faintest hit of magic, they are capable of implanting suggestions in the minds of creatures, who's effects rival the power of spells.

Because of this power, the secrets of mesmerism are heavily guarded - but to those who learn to use them, the only true limit to their abilities are their own imagination, and the time they are willing to spend exerting their influence over others. With enough skill and patience, a mesmerist can rival even the greatest feats of magic.

Mesmerist

Level	Proficiency Bonus	Features	Cantrips Known	Spell Level	Prepared Spells
1st	+2	*Mesmerism, Mesmeric Tricks, Studied Insight,*	-	-	-
2nd	+2	*Mesmeric Implantation*	2	1st	2
3rd	+2	*Mesmeric Secret*	2	1st	2
4th	+2	*Ability Score Increase*	2	2nd	3
5th	+3	*Hardened Will*	2	2nd	4
6th	+3	*Mesmeric Secret*	3	3rd	4
7th	+3	*Mass Hypnosis*	3	3rd	5
8th	+3	*Ability Score Increase*	3	4th	6
9th	+4	*Layered Suggestions*	3	4th	6
10th	+4	*Mesmeric Secret*	4	5th	7
11th	+4	*Rapid Induction*	4	5th	8
12th	+4	*Ability Score Increase*	4	6th	8
13th	+5	*Growing Hysteria*	4	6th	9
14th	+5	*Mesmeric Secret*	5	7th	10
15th	+5	*Infatuating Control*	5	7th	10
16th	+5	*Ability Score Increase*	5	8th	11
17th	+6	*Deep Suggestion*	5	8th	12
18th	+6	*Mesmeric Secret*	6	9th	12
19th	+6	*Ability Score Increase*	6	9th	13
20th	+6	*Hypnotic Mastery*	6	9th	14

Class Features

As a Mesmerist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Mesmerist Level
Hit points at 1st Level: 8 + your Constitution modifier
Hit points at higher Levels: 1d8 (or 5) + your Constitution modifier each level after 1st

Proficiencies

Armor: Light armor
Weapons: Blowguns, daggers, hand crossbows, light crossbows, nets, quarterstaffs, rapiers, whips, slings
Tools: Disguise Kit
Saving Throws: Wisdom, Charisma
Skills: Choose two from, Arcana, Deception, Insight, Intimidation, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A rapier, (b) a whip, or (c) two daggers
- (a) A hand crossbow and 20 bolts, or (b) a blowgun and 20 blowdarts
- (a) A pendulum, (b) pocket watch, or (c) unique coin
- (a) A scholar's pack, (b) or an entertainer's pack.

Mesmerism

Beginning at 1st level you have learned to harness subtle cues of light, movement, and sound to draw the attention of those around you, and place spell-like suggestions in their mind.

As an action on your turn, you may attempt to mesmerize nearby creatures who can see or hear you. Choose a number of creatures up to your proficiency bonus. Each creature must make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. A sleeping or unconscious creature automatically fails this saving throw.

On a failure, the target is charmed by you, and must succeed on a wisdom saving throw to perceive or target any creature other than you. This effect requires concentration to maintain, and ends automatically if you are incapacitated or fall unconscious. If a creature takes damage from any source, it may repeat it's saving throw against the effects of your mesmerism, ending these effects on it on a success.

Mesmeric Ability

You use a mixture of Charismatic charm and force of will to manipulate the minds and senses of others. You use your Charisma modifier when setting the saving throw DC for your mesmerist spells and abilities, and when making an attack roll with a mesmerist spell. In addition, You use your Charisma whenever an ability or spell refers to your spellcasting ability.

Mesmeric save DC = 8 + your proficiency bonus + your Charisma modifier

Mesmeric attack modifier = your proficiency bonus + your Charisma modifier

Mesmeric Foci

Mesmerists often use items such as swinging pocket watches or glittering gemstone pendants to hold the attention of their target. If a spell or ability would require you to expend material components, you must instead use a *mesmeric focus*. The form of this focus is up to you, and can be as simple as a swaying pendant, or as complex as a clockwork device, but it must be a physical object, and requires a hand free to use.

Using a mundane focus provides no bonus to the effects of your mesmeric abilities. But enchanted items such as magic rings, or enchanted crystals can add their enchantment bonus to your Mesmeric Save DC

Mesmeric Tricks

By 1st level, you have learned how to perform subtle tricks which you can use to alter the mental state of a mesmerized creature. As an action on you turn, you may target a single creature who is currently mesmerized, impressing upon it one of the following effects.

Befuddle

You string together a complex array of stimuli, leaving your target's mind confused and overwhelmed. The target must succeed on a wisdom saving throw or be intoxicated until the start of your next turn.

Command

Using complex intonations of voice that prey directly on the subconscious mind, you compel a creature to obedience. The target must succeed on a wisdom saving throw or be affected as if by the *command* spell

Ensnare

You weave a web of mental restraints around a creature, holding it in place. The target must succeed on a wisdom saving throw or be restrained until the start of your next turn.

Entice

Twisting your powers into seductive charm, you drive your target into unnatural heat. The target must succeed on a wisdom saving throw or be hyperaroused until the start of your next turn.

Unnerve

Playing upon the hidden fears of your target, you strike it with a sense of impending doom. The target must succeed on a wisdom saving throw or be frightened until the start of your next turn.

Studied Insight

Also at 1st level, you have learned to read others as easily as a practiced scribe might read a book. You Gain proficiency in the Insight skill if you do not already have it, and can use charisma in place of wisdom when making insight checks. If you are already proficient in insight, you may double your proficiency bonus when making insight checks

In addition, you instantly recognize creatures under the influence of mind altering effects such as the charmed, or infatuated, or intoxicated conditions, and creatures under the control of others, such as those affected by the *dominate person* spell.

Mesmeric Implantation

By 2nd level, you have mastered a technique for hypnotically implanting more complex suggestions into the minds of others, Allowing you to afflict them with spell-like effects.

The Spells and Cantrips you can replicate in this way are listed on the mesmeric spell list at the end of this subclass, and can only affect creatures who are mesmerized when they are cast. Mesmerist spells and cantrips that require material components cannot be implanted without a *mesmeric focus*.

Implantation. The spell or cantrip being implanted has no immediate effect when cast using this feature. Instead, you define a specific trigger condition, such as a spoken phrase or the snap of the fingers. The next time this condition is met, the spell is takes effect, and the implanted suggestion ends. If the spell requires concentration, it lasts until the end of its full duration. A creature automatically fails it's first saving throw against spells you cast in this way.

The maximum number of spells you can implant in the mind of a single creature each day is equal to your proficiency bonus, and the maximum number of spells a creature's mind can retain at one time is equal to it's intelligence modifier plus your proficiency bonus. If you attempt to implant more than this number, the oldest spell implanted in the creature's mind is lost, and ends without having an effect.

Cantrips. You know a number of cantrips as shown on the mesmerist class table. Each time you complete a long rest, you may choose one of the mesmeric cantrips you know, and replace it with another cantrip form the mesmerist spell list.

Spells Slots. The spells you implant using this feature do not consume spell slots, but instead require additional time to implant it as shown on the table below. To cast a spell at a higher level, you spend additional time as if the spell were the level you are casting it at.

Implantation Time

Spell Level	Time	Spell Level	Time
Cantrip	*1 Action*	*5th*	*30 Minutes*
1st	*1 Minute*	*6th*	*1 Hour*
2nd	*2 Minutes*	*7th*	*2 Hours*
3rd	*5 Minutes*	*8th*	*4 Hours*
4th	*10 Minutes*	*9th*	*8 Hours*

Affected Creatures. If a spell or cantrip has an implantation time longer than 1 action, a creature must remain mesmerized for the entire implantation time in order to experience the spell's effect, regardless of the spells' normal target or targets. For example if you implant *Major Illusion*, only creatures who were mesmerized while you implanted the spell will see the illusion; if you implant *Zone of Truth*, only targets within the zone who were mesmerized for it's full implantation time will be affected.

Spells of 1st Level and Higher. The Spell Level column of the Mesmerist Class table shows the maximum level of spells you can cast. You prepare the list of mesmerist spells that are available for you to cast, choosing from the mesmerist spell list. When you do so, choose a number of mesmerist spells as shown on the mesmerist class table. The spells must be of a level for which you have spell slots.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of mesmerist spells requires time spent in planning and contemplation: at least 1 minute per spell level for each spell on your list.

Dispelling Mesmeric Spells. Because the effects you create are not truly magical, they are unaffected by zones of antimagic, or spells such as *Dispell Magic* or *Remove Curse*. Instead, If a creature takes damage from a single source equal to or greater than your Mesmeric Save DC, it may attempt a wisdom saving throw against the spell's effects, ending the spell on a success.

Mesmeric Secret

Upon reaching 3rd level in this class, you have begun to focus your studies around a particular catalyst or technique, which allows you to do things no mere hypnotist could hope to accomplish. Choose one of the following Mesmeric Secrets: Adept, Chemist, Parasitologist, or Inventor, each of which are listed at the end of this class.

Hardened Will

Beginning at 5th level, you have trained yourself not just to recognize, but to resist the mind-altering manipulations of others. You have advantage on checks and saving throws made to resist the charmed, infatuated, and intoxicated conditions, as well against spells and effects which would directly influence your mind or emotional state, such as *calm emotions* or *modify memory*.

Mass Hypnosis

Starting at 7th level, the extent of your mesmeric powers have grown, allowing you to extend your illusions to ever increasing crowds. The number of creatures you can affect at one time using your *Mesmerism* feature is equal to twice your proficiency bonus, and when using your *Mesmeric Tricks* feature, you may target a number of creatures equal to your proficiency bonus.

Layered Suggestion

Beginning at 9th level, you have learned techniques to extend the number of suggestions you can implant in the minds of others. You add twice your proficiency bonus when determining the number of spells a creature's mind can retain at one time.

Rapid Induction

Upon reaching 11th level, your practice with the mesmeric arts allows you to entrance people with greater speed and efficiency. The time it takes you to implant spells of 1st level or higher is reduced by half.

Growing Hysteria

By 13th level, your hypnotic power is great enough to effect even those not present when their effects began. When you use your *Mesmeric Implantation* feature to recreate a spell which would target an area, or create illusions visible to multiple creatures, additional creatures who enter the area or would witness the illusionary effects are affected as normal, even if they were not mesmerized when you implanted the spell.

Infatuating Control

By 15th level, you have mastered techniques that make those you mesmerize increasingly eager to accept your control. If you spend at least 1 hour mesmerising a single creature, the target becomes infatuated by you for the next 24 hours. While a creature is infatuated in this way, it has disadvantage on saving throws against your *Mesmerism* and *Mesmeric Implantation* features and on saving throws against your spells and effects you have implanted.

Deep Suggestion

At 17th level, you have learned to implant your suggestions so deeply that they remain long after they should have faded. When a spell you have implanted into a creature's mind is triggered, the creature must make a wisdom saving throw. On a failure, the spell remains implanted, and may be triggered again.

Hypnotic Mastery

Upon Reaching 20th level, you are prepared to take nearly complete control of those you entrance. There is no longer any limit to the number of spells you can implant in the mind of a single creature, and creatures who still retain at least one implanted spell or effect have disadvantage on saving throws against your *Deep Suggestion* class feature.

Mesmeric Secrets

Mesmerism is a secretive art, which often blurs the line between science and mystery. While there are a variety of well-known techniques and practices, a mesmerist cannot be said to truly practice the art until they have developed a secret tool or technique of their own.

Adept

Some secrets are not so much hidden, as they are inherent to those who hold them. Your Mesmeric power comes from a natural understanding of the minds of others - a innate talent that allows you to adapt your techniques almost instantly to suit any subject or situation.

Hypnotic Improvisation

Beginning at 3rd level when you choose this subclass, you have learned how to adapt your methods to affect even the most resistant minds. Your *Mesmerism* and Implanted spells ignore immunity to the charmed condition. A creature who is immune to the charmed condition instead has advantage on saving throws against these effects.

Hypnotic Techniques

Also at 3rd level when you choose this subclass, you have begun to experiment with various ways of adapting your techniques to different subjects and situations. You learn two hypnotic techniques of your choice from the following page. You gain another one at 10th and again at 18th level.

You choose which techniques to apply to a spell when implanting it, even if it's effects do not become apparent until triggered. You can use only one technique on a spell when you implant it, unless otherwise noted.

Mesmeric Intuition

By 6th level, you have learned to read targets even at a glance, often discerning information others would require supernatural means to identify. You can instantly detect if a creature is lying, although you do not know the nature of the lie.

Additionally, if you spend at least 1 minute observing a creature, you can read the thoughts and sexuality of the target as if you had cast the *detect thoughts* or *detect sexuality* spells.

Hypnotic Dissonance

At 14th level, you have learned to embed suggestions so deep within a creature's mind that they are impossible to separate from the target's own thoughts. Creatures affected by your Mesmeric Implantation feature remain unaware of the effects of any spells implanted within their mind, even after they are triggered, either treating them as entirely normal, or simply failing to notice or remember the triggered effects.

Negative Reinforcement *(+30 minutes)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may spend additional time to implant a painful reminder of your suggestion. When a creature fails its saving throw against the spell's effects, it takes 1d4 psychic damage.

Confusion Induction *(+30 minutes)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may spend additional time to change it's saving throw type to Wisdom.

Enduring Suggestion *(+10 minutes)*
When you implant a spell that has a duration of 10 minute or longer, you can spend additional time implanting the spell to increase it's duration. For every additional 10 minutes spent implanting the spell, It's duration increases by half the original duration, up to a maximum of 7 days.

Freefall Induction *(+30 minutes)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may spend additional time to change it's saving throw type to Intelligence.

Positive Reinforcement (*+30 minutes)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may spend additional time to implant a pleasurable reminder of your suggestion. When a creature fails its saving throw against the spell's effects, it gains 1d4 psychic stimulation.

Redundant Trigger *(+10 minutes)*
When you implant this spell, you may spend additional time to define multiple triggers which can activate the spell. For every additional 10 minutes spent implanting the spell, you may define one additional trigger.

Relaxation Induction *(+30 minutes)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may spend additional time to change it's saving throw type to Charisma.

Sensory Override *(+10 minutes)*
When you implant a spell that deals psychic damage, you may spend additional time implanting it to change it's damage type to one of the following: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiant, slashing, thunder.

Shock Induction *(–Half)*
When you implant a spell that forces a creature to make a saving throw to resist its effects, you may choose to reduce it's implantation time by half. If you do so the target has advantage on all saving throws made against the spell's effects.

Trapped Suggestion *(+1 hour)*
When you implant a spell within a creature's mind, you may spend additional time to secure it against removal. When a creature would succeed on a saving throw against this spell, it takes 1d6 psychic damage and subtracts the same amount from it's saving throw result. This effect may be triggered a number of times equal to your proficiency bonus, after which it ceases to function.

Chemist

The mind is a fickle thing - easily clouded by all manner of intoxicants. Intoxicants you have learned to harness to great effect. Through chemical means, you are able to alter the minds of others with relative ease, and far less fuss.

Chemical Cocktail

Beginning at 3rd level when you choose this subclass, you have developed a unique cocktail of psychotropic drugs that allow you to easily influence the minds of others. This cocktail takes the form of a poison which you can apply through ingestion, injection, or injury:

Ingestion: A creature who swallows an entire dose of your cocktail is exposed to it's effects. Creatures exposed in this way automatically fail their first saving throw against the effects of your cocktail.

Injection: As an action on your turn, you attempt to inject a creature within 5 ft with a single dose of your cocktail. Make a melee attack against the target using your mesmeric attack bonus. On a hit, the target takes no damage, but is exposed to the effects of your poison. Creatures exposed in this way have disadvantage on saving throws made against the effects of your cocktail.

Injury: as a bonus action, you may apply a single dose of your cocktail to a Weapon, Ammunition, trap Components, and other Objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects. A single does of your cocktail is enough to coat 1 weapon or 3 pieces of ammunition.

A creature exposed to the effects of your cocktail succeed on a Constitution saving throw against your mesmeric save DC or become mesmerized for 1 minute, during which time you may implant suggestions in it's mind without the need for a mesmeric focus. Creatures who are immune to poison automatically succeed on this saving throw. A creature may repeat it's saving throw at the beginning of each of it's turns, ending the effects on a success.

Rapid Absorption

By 6th level, you have refined your formula to increase the overall suggestibility of those exposed to it. When implanting spells in the mind of a creature under the effects of your chemical cocktail, the time required for you to implant these spells is reduced by half.

Psychoactive Fumes

Beginning at 10th level, You have perfected a means of dispensing your chemical cocktail as a cloud of gas. As an action on your turn, you may release a gaseous cloud of your cocktail at a point within 30 ft of yourself. This cloud fills a 10 ft sphere, which spreads around corners, and is lightly obscured. The cloud lingers for a number of rounds equal to your proficiency bonus or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against the effects of your psychoactive cocktail. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Intoxicating Formula

At 14th level, the effects of your chemical cocktail have become truly intoxicating. When a creature fails it's saving throw against your chemical cocktail by 5 or more, it becomes intoxicated for the duration of the cocktail's effect

Addictive Cocktail

Upon reaching 18th level, your cocktail of drugs is not just potent, but devastatingly addictive. Your cocktail is considered a chemical vice with the following effects:

Mesmeric Fever

Chemical Vice
Base DC: Equal to your Mesmeric Save DC

Creatures suffering from mesmeric fever crave your control, even while not under the compulsions of your mesmeric power. And are likely to seek you out for additional doses whenever possible.

Addiction: While suffering from this vice, a creature is infatuated by you, and uses it's addiction save DC against this vice in place of your mesmeric save DC when making saving throws against your mesmerist class features or implanted spells.

Withdrawal: Each time a creature suffering from withdrawal completes a long rest, they must make an addiction saving throw against their Your Mesmeric Save DC, or gain a level of overstimulation.

Additionally, a creature suffering from withdrawal has disadvantage on saving throws made to resist the charmed condition, or any effect which would alter or control it's thoughts or emotions, regardless of the source.

Inventor

While other mesmerists may be content with the traditional tools of their trade, you have pushed forward into the future, developing seemingly impossible devices which allow you to do in moments what takes your colleges hours at a time.

Mesmeric Devices

Beginning at 3rd level when you choose this subclass, You have developed a mesmeric device which, once programmed, can be used to instantly implant spells into the minds of your targets.

Each of your mesmeric devices can be programmed with a single spell, of a level no greater than your proficiency bonus. Programming one of these devices requires time spent preparing the specific subliminals and patterns required to implant the spell, as if you were implanting them directly.

You may take the Use an Object action on your turn to apply one of your devices to a mesmerized creature within 5 ft. Make an attack roll using your mesmeric attack bonus. On a hit, the device successfully attaches itself to the target and begins it's programming. If the target is unwilling, it can make a Charisma saving throw. On a success, the device has no effect. On a failure, the creature is incapacitated until the start of it's next turn as the device implants the programmed spell within the creature's mind. At the end of the creature's next turn, the device detaches, falling harmlessly to the ground at a point within 5 ft of the target.

You may construct and program a number of these devices equal to your proficiency bonus (minimum of 1), programming each device with a different spell. Once a device has been used, it must be re-programmed before it may be used again.

Each of your devices has an AC of 20, and hit points equal to 10 + your level. If one of your devices is lost or destroyed, you may re-build it by spending 4 hours and 100gp worth of material components.

Complex Programming

By 6th level, you have upgraded your mesmeric devices to be capable of far more complex programming. Once attached to a target, your devices remain in place until destroyed or removed using a DC 20 strength or dexterity check, or until you choose to detach them as a bonus action.

So long as the device remains attached to a creature, it continues to implant additional spells at a rate of 1 spell per round. You determine these spells, and the order in which they are implanted in when programming the device. For each additional spell, you must spend additional time programming the device, as if you were implanting the spells directly. The maximum number of spells each device can be programmed with is equal to your charisma modifier.

The creature a device is attached to makes a new saving throw at the start of each of its turns to resist any spells the device would implant. On a success, the device fails to implant a spell, and moves onto the next spell in it's programming order. On a failure, the device implants the programmed spell within the creature's mind, but the creature is not stunned while it does so.

Remote Reconfiguration

At 10th level, Your devices have become sophisticated enough to alter their programming on demand. As a bonus action on your turn, you may verbally command any or all of your devices in one of the following ways:

- You may change the order in which the device implants it's spells
- You may swap one spell the device has been programmed with for another spell programmed into any of your other devices
- You may cause the device to repeat one or more of it's programmed spells, implanting an additional instance of the spell in place of the next spell in its programming order.
- You may cause the device to instantly implant and trigger one cantrip you know.

Fractionating Loop

Beginning at 14th level, your devices continue to reinforce their implanted spells with recursive loops of programming. Each time a creature fails its saving throw against your device, it gains the flustered condition until the end of it's next turn.

Command Override

Upon reaching 18th level, you perfected your devices to such a degree that you can take direct control of the creatures they are attached to. You can use your action to take total and precise control of any target that currently has one of your devices attached to it. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Parasitologist

Not all mesmerists act entirely on their own. You have learned to control others by harnessing the psychic influence of parasitic living organisms, enabling you to exert steady control over those who host them.

Parasite Brood

Beginning at 3rd level when you choose this subclass, You gain control over a brood of parasites which are capable of influencing their hosts on your behalf. These parasites have an AC of 15, A speed of 5, and a number of hit points equal to 10 + your level. The parasites act on your initiative, and use your constitution modifier when making saving throws. You determine the creature type of your parasite when you gain this feature, choosing form the following list: Aberration, Monstrosity, Ooze, Plant, or Undead. Your parasites are tiny creatures, no larger than your hand.

You or another creature may take the Use an Object action to attempt to attach one of these parasites to a living or undead creature within 5 ft. The target must succeed on a constitution saving throw or become host to the parasite, as it physically attaches itself to the exterior of the creature. An unconscious creature automatically fails this saving throw.

While host to one of your parasites, a creature is considered mesmerised for the purpose of implanting spells, and has disadvantage on saving throws made against your Mesmerism and Implanted spells. You do not require a mesmeric focus to mesmerize or implant spells into the mind of a creature who is hosting one of your parasites.

Your parasites are easily detectable by other creatures, either by their appearance, or the distinct changes they cause in the host's behaviour. Removing a parasite that is attached to a host requires a strength check contested by your mesmeric save DC. On a success, the parasite is removed, but alive. On a failure, the host takes psychic damage equal to your level.

Your brood contains a number of parasites equal to your proficiency bonus (minimum of 1). If a parasite is killed or destroyed, you may hatch, spawn, or grow a replacement by spending at least 1 hour nurturing the creature to maturity.

Telepathic Bond

By 6th level, the bond that allows you to control your parasites has grown in strength and complexity. While a Creature is host to one of your parasites, you may communicate telepathically with it, whether or not you share a common language with the creature. The communication is possible over any distance, though it can't extend to other planes of existence.

You may use this telepathic communication to implant or trigger spells within the host as if you were in the same room as them.

Invasive Parasite

Beginning at 10th level, your parasites are able to invade the host's body and control them from the inside, making them harder to detect, and impossible to remove without harming the host. Your parasites can no longer be removed using a strength check, and detecting your parasites now requires a perception or insight check contested by your mesmeric save DC.

Additionally, your parasites cannot be targeted directly by attacks, and if one of your parasites is damaged or destroyed, it deals psychic damage to it's host equal to the damage it received.

Telepathic Hivemind

At 14th level, your connection to each of your parasites grows even stronger, allowing you to probe the mind and senses of their hosts. As a bonus action on your turn, you may read the mind of any creature who is currently host to one of your parasites, as if by the detect thoughts spell.

As an action on your turn, you can perceive the world through the senses of any creature currently hosting one of your parasites. You see what it sees and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Spreading Infestation

Upon reaching 18th level, you have made a breakthrough in the reproduction of your parasites. The maximum number of parasites in your brood is equal to twice your proficiency bonus.

Additionally while attached to a host, your parasites may use an action to spawn another parasite, which their host will unknowingly care for until it is attached to a new host of it's own.

Mesmeric Spells

Cantrips (0 level)
Bodywrite
Censorship
Friends
Guidance
Laundry Day
Handjob
Invasive Thought
Minor Illusion
Mind Sliver
Resistance
Ruin Orgasm
Sinful Caress
Vibe Check
Vicious Mockery

1st Level
Affirm Gender
Alter Genitals
Bane
Bless
Cause Fear
Charm Person
Cold Shower
Cuckold's Curse
Command
Compelled Duel
Disguise Self
Dissonant Whispers
Distort value
Gift of Alacrity
Hex
Maddening Desire
Mantra
Numbing Sensation
Salivate
Saint's Resolve
Silent Image
Silvery Barbs
Sleep
Soothing Embrace
Tasha's Hideous Laughter
Wendy's Wanton Dismissal

2nd level
Aid
Blindness/Deafness
Calm Emotions
Crown of Madness
Detect Thoughts
Dominae's Desperate Denial
Enthrall
Enhance Ability
Hold Person
Infatuating Shaft
Instant Recovery
Mind Spike
Mirror Image
Phantasmal Force
Silence
Spectral Stockade
Suggestion
Tasha's Mind Whip
Zone of Truth

3rd level
Antagonize
Arcane Leash
Beacon of Hope
Bestow Curse
Catnap
Enemies Abound
Enthralling Touch
Fast Friends
Fear
Feign Death
Feral Stamina
Hypnotic Pattern
Incite Greed
Incite Lust
Intellect Fortress
Intoxicating Smile
Major Image
Motivational Speech
Painless Birth
Ruby's Mindfuck

4th level
Arcane Leash
Breathlessness
Bukake
Compulsion
Confusion
Death Ward
Dimetria's Demanding Desire
Dominate Beast
Gangbang
Hallucinatory Terrain
Lovenest
Phantasmal Killer
Raulothim's Psychic Lance
Sexual Dysfunction
Siren's Song
Song of Soothing
Slutshame
Stunning Orgasm
Suppress Inhibition

5th level
Angel's Embrace
Burning Arousal
Dominate Person
Dream
Dominate Clothes
Geas
Genital Torsion
Greater Suggestion
Hold Monster
Heartthrob
Mislead
Modify Memory
Seeming
Sexual Dissonance
Skill Empowerment
Synaptic Static
Swap Sensation

6th level
Eyebite
Harm
Heal
Insatiable Erection
Lecherous Lactation
Mass Bestow Curse
Mass Suggestion
Mental Prison
Otto's Irresistible Dance
Programmed Illusion
Vixen's Heat

7th level
Branding Desire
Divine Word
Weird
Dream of the Blue Veil
Forcecage
Mirage Arcane
Power Word Masturbate
Power Word Pain
Project Image
Tether Essence

8th level
Antipathy/Sympathy
Dominate Monster
Delayed Blast Orgasm
Feeblemind
Glibness
Illusory Dragon
Maddening Darkness
Mass Bestow Curse
Mindblank
Mindbreak
Plague of Perversion
Power Word: Stun
Telepathy

9th level
Astral Projection
Foresight
Plague of Perversion
Power Word Cum
Power Word Heal
Power Word Kill
Psychic Scream
Reign of Cum
Time Stop
Total Rewrite
Weird

Sexual Equipment

This chapter details some of the many forms of equipment that you might encounter as part of a sexually charged adventure.

Artificial Implements

Artificial Implements are tools designed to apply stimulation to a target. They are more diverse than natural implements, with a wider variety of properties. Most Artificial implements have the finesse property, but not all of them.

Natural Implements

Implements that are a part of a creature's anatomy, such as A cock, Pussy, or Tentacle, are considered Natural Implements. Most creatures of reproductive maturity are considered proficient with their natural implements. Natural Implements are **always** treated as having the **light** and **finesse** properties, and **do not require a free hand to use**.

Natural Sexual Implements

Name	Stimulation	Properties
Ass	*1d8 bludgeoning*	*Yonic, Reciprocal*
Breasts	*1d6 bludgeoning*	*Reciprocal, Phalic/Yonic [0]*
Cock	*1d8 piercing*	*Phallic, Reciprocal, Reproductive,*
Hand	*1d6 bludgeoning*	*Phalic/Yonic [1]*
Mouth	*1d6 bludgeoning*	*Yonic*
Tongue	*1d6 bludgeoning*	*Phallic*
Ovipositor	*1d10 piercing*	*Phallic, Reciprocal, Reproductive,*
Pseudopod	*2d4 bludgeoning*	*Yonic, Phallic, Reciprocal*
Pussy	*1d8 bludgeoning*	*Yonic, Reciprocal, Reproductive*
Tail	*1d4 piercing*	*Phallic*
Tentacle	*1d8 piercing*	*Phallic, Reach, Special [2]*
Unarmed Advance	*1 bludgeoning**	

Artificial Sexual Implements

Name	Cost	Stimulation	Weight	Properties
Cocksleeve	*10gp*	*1d6 bludgeoning*	*3 lb*	*Finesse, Yonic, Special*
Choke Pear	*80gp*	*1d6 piercing [3]*	*5 lb*	*Phallic, Persistent, Special [3]*
Dildo	*10gp*	*1d8 piercing*	*4 lb*	*Finesse, Light, Persistent, Phallic*
Dildo (Double Sided)	*20gp*	*1d8 piercing**	*10 lb*	*Finesse, Phallic, Special, Two handed*
Dildo (Oversized)	*60gp*	*1d12 piercing*	*30 lb*	*Heavy, Phallic, Two-handed*
Fleshlight	*15gp*	*1d8 bludgeoning*	*7 lb*	*Finesse, Yonic*
Flogger	*5sp*	*1d8 slashing*	*1 lb*	*Finesse, Sturdy (1d6)*
Needle Roller	*10gp*	*1d4 piercing*	*3 lb*	*Finesse, Precise (3d4)*
Paddle	*2sp*	*1d8 bludgeoning*	*8 lb*	*Sturdy (Two-handed 1d10)*
Phallic Shaft	*12gp*	*2d4 piercing*	*3 lb*	*Finesse, Phallic, Sturdy (1d6)*
Pleasure Beads	*15gp*	*1d4 bludgeoning [4]*	*4 lb*	*Finesse, Phallic, Persistent, Special[4]*
Plug	*8gp*	*1d8 bludgeoning*	*3 lb*	*Finesse, Phallic, Persistent*
Riding Crop	*5sp*	*1d6 slashing*	*1 lb*	*Finesse, Precise (2d6)*
Talon Claws	*5gp*	*1d6 slashing*	*1 lb*	*Finesse, Light, Unobtrusive, Sturdy (1d6)*
Whip	*2gp*	*1d6 slashing*	*3 lb*	*Finesse, Reach, Sturdy (1d4)*
Improvised	–	*1d4 bludgeoning**	–	

Unarmed Advances

Humanoids excel at finding erotic uses for anything and everything. Weather it is a Thighjob from an especially thicc goblin, A pitt-job from a judgmental drow in a back alley, or something even more niche, unarmed advances are any sexual advance made using a body part not explicitly listed as a sexual implement. These advances generally deal little to no stimulation to most creatures, but this might change based on a creature's specific interests

Improvised Implements

Similarly, Improvised implements are any object not normally used for sexual stimulation. This can be a broom handle, the pommel of a sword, or a scroll case filled butter. Sometimes country boys have to make due.

In both cases, The stimulation applied by these implements is determined by your DM, but 1d4 is usually a good default.

Size and Penetration

Unless otherwise stated, the size category of a creature's natural implement(s) is assumed to be the same as size category of the creature itself, unless otherwise stated. Size is hardly everything in a sexual encounter, but it can certainly have an impact! When using a sexual implement of a different size category than your target, the following rules apply.

- Phallic Implements deal +1d4 stimulation for each size category above the target's size, and -1d4 stimulation for each size category below the target's size.
- Yonic Implements deal +1d4 stimulation for each size category below the target's size, and -1d4 stimulation for each size category above the target's size.
- A creature cannot withstand penetration from an implement more than one size category larger than their own. Martial Advances made using Implements more than one size category larger than the target are treated as attack rolls instead, and deal damage equal to their stimulation dice in addition to the stimulation they would normally provide.
- Implements more than two size categories smaller than the creature they are penetrating have disadvantage on Martial Advance Rolls.

Size Category vs Endowment

In many cases, it is useful to describe the size of a sexual implement in more precise or granular terms than the size of the creature it is attached to. After all, there's a big difference between the size of a fire giant's cock and that of a terrasque, with plenty or sizes that might exist in between. This book uses the term "Endowment" when describing changes to an implement's size that do not immediately translate to a change in actual size category. As a rule, increasing or decreasing endowment by 3 is the same as increasing or decreasing by an entire size category.

Implement Properties

Most implements are used to be provide pleasure in a specific way, or deal stimulation through specific means. The following properties help describe how a sexual implement is used, and any special characteristics it might have.

Yonic

Implements with the Yonic property apply stimulation by wrapping tightly around phallic erogenous zones.

Persistent

Persistent implements are designed for long-term play and can be safely "worn" inside a creature for extended periods. While wearing a persistent implement, a creature gains an additional 1d4 bludgeoning stimulation from direct advances. Additionally, the wearer's inhibition bonus is reduced by the implement's enchantment bonus (if any).

Phallic

Implements with the Phallic property are penetrative, and generally used to provide simulation from the inside.

Precise

Precise implements are best used to apply careful stimulation to specific locations. When making a Martial Advance with advantage, these implements apply the stimulation listed in parenthesis, rather than their normal stimulation.

Reciprocal

Many natural implements are also erogenous zones, and thus have the Reciprocal property. When dealing stimulation using a reciprocal implement, a creature must succeed on a dc 15 constitution saving throw or gain stimulation equal to the implement's stimulation dice + any modifiers applied by size difference. A creature may choose to fail this saving throw.

Reproductive

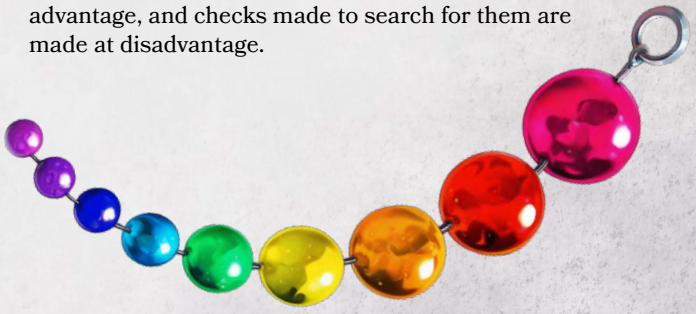
Natural implements capable of causing pregnancy have the Reproductive property. Traditional pregnancy can only result from compatible reproductive implements on both the paternal and maternal side, but nontraditional pregnancies can often result from a reproductive implement on only one side.

Sturdy

Sturdy implements are hefty or rigid enough to be used as effective weapons in combat. When used as a weapon, a sturdy implement deals damage as shown in parenthesis.

Unobtrusive:

Unobtrusive implements are small enough to be easily hidden or difficult to recognize as sexual implements. Checks made to hide unobtrusive items are made at advantage, and checks made to search for them are made at disadvantage.



Implement Descriptions

The following descriptions cover the most common implements an adventurer might encounter.

Ass

Anal sex isn't for everyone, but it can be deeply pleasurable. Just be sure to have plenty of lube on hand.

Breasts [1]

Breasts are a supposedly mammalian trait that nevertheless seem to frequently appear in all manner of species. *Breasts are treated as an yonic implement for the purpose of spells and effects, but a phallic implement when determining stimulation or damage.*

Cock

A phallic reproductive implement generally considered the "male" reproductive implement among most races. Cocks come in all variety of shapes and sizes, depending on race or species, and have the *reciprocative* property.

Cock Sleeve

A soft tube of flexible material designed to slip around an erect phallus and provide sexual stimulation. Most cock sleeves are elastic enough to fit around multiple phalluses at once.

Choke Pear [3]

An tiny, pear shaped device made up of 3 -4 metal leaves. A small brass handle can be turned to push the leaves of the pear apart, expanding the device while it is inside the target. As an action, a creature can turn the handle of the device to increase it's endowment by one, and it's stimulation dice by 1d6, up to 6d6

Each time it's size category increases while within a target, the target must succeed on a dc 15 constitution saving throw or gain bludgeoning stimulation equal to the pear's new stimulation dice.

Dildo

A semi-flexible phallus usually made to resemble the cock of a creature. Most dildos are sized for medium creatures, but small and tiny variants can be found as well.

Dildo (Oversized)

A an oversized phallus, usually modelled after the cock of especially large or endowed creatures.

Dildo (Double-Sided)

An extra long dildo with a phallus at each end. A double sided dildo can be used to make a second martial advance against the same target or an adjacent target (including yourself) as a bonus action.

Fleshlight

Generally consisting of a tube lined with some soft, flexible material, fleshlights are designed to simulate the sensation of sexually penetrating another creature.

Flogger

A short hilt ending in a collection of leather or braided rattan strips, sometimes tipped with metal studs. Used to whip or lash the body for sexual stimulation, but capable of inflicting enough pain to be used as a weapon

Hand [0]

Fingering and Hand-jobs are staples of sex. Hands can count as either Phallic or Yonic implements, depending on how they are used.

Mouth

Oral sex is one of most popular forms of sexual stimulation, and something almost every creature is capable of, if not proficient in.

Needle Roller

A metal rod with one or more spurred wheels at one end, used to deliver precise sensation during a sexual encounter.

Ovipositor
Not unlike a cock, ovipositors are generally larger, and designed for depositing soft, squishy eggs inside a sexual partner.

Paddle
A wooden paddle with a broad flat end. Used for spanking, and sturdy enough for basic combat.

Phallic Shaft
A hard phallus sculpted from stone or glass, and adorned with additional nodules, bumps, or ridges to increase it's stimulation. High Value Phallic shafts are sometimes even carved from precious metals or even gemstones.

Pseudopod
Amorphous appendages like the pseudopods of an ooze or slime excel at both yonic and penetrating erogenous zones, and can shape themselves perfectly to match the body of their target.

Pleasure Beads [4]
A string of 3 to 9 hard beads ranging in size from that of a marble up to as large as a tightly balled fist. Pleasure beads are designed to be worn internally, and each bead must be inserted as a separate advance.

The first bead of a string deals 1d4 stimulation as it is inserted, and each successive bead deals a cumulative +1 stimulation. A creature may remove the entire set of beads as an additional advance, dealing the combined stimulation of all inserted beads at once.

Plug
Plugs are roughly acorn shaped objects made of the same flexible materials as dildos. Plugs are generally designed for anal play, and have a flared base that allows them to remain safely inserted for extended periods of time.

Pussy
A warm wet hole designed for sex, generally considered the "female" reproductive implement. Pussies are incredibly sensitive erogenous zones, and have the *reciprocal* property

Riding Crop
A traditional leather riding crop used for equestrian activities and favoured perhaps even more by dominants and mistresses. As a sexual implement, Riding crops are used to elicit stimulation through pain.

Talon Claws
A set of metal talons worn on the tips of fingers like the rings. Similarly effective in both combat and sexual encounters, and easy to hide if needed.

Tail
Most tails are not exactly designed for sexual use, but prehensile tails such as those of some fiends are often quite skilled at providing stimulation

Tentacle [2]
While not all tentacles are designed for sexual reproduction, even those that aren't excel at providing sexual stimulation *Reproductive* tentacles also generally have the *Reciprocal* property.

Whip
While not necessarily the most effective weapons, whips serve far better as sexual implements, eliciting stimulation through their sharp stinging lash.

Lewd Gear

Dildos and sex toys are not the only way to bring a bit of spice to the bedroom. The items below represent some of the erotic equipment and gear that might be available for sale at trade-posts, sex shops, or from shady back-ally dealers.

Arm Binder

A leather sleeve designed to fit over a creature's arms, binding them tightly behind the back. While wearing an arm binder, a creature is Limb-Bound, and cannot use it's arms. Escaping the binder requires a successful DC 20 Dexterity check. Breaking it requires a successful DC 20 Strength check.

Belly Harness

Sometimes called a "reverse saddle", belly harnesses are designed restrain a smaller creature onto the sexual implement of a larger creature, usually along the belly. A belly harness works much like a saddle, With the following additions and changes.

A creature mounted using a belly harness is restrained, and has no ability to control it's mount. While being ridden in this way, any sexual advances the mount makes against it's rider automatically succeed, and the mount may make one martial advance against it's rider as a free action on it's turn. Many belly harnesses also include cuffs or other restraints, to further limit the rider's movement.

Blindfold

Cloth blindfolds are simple to improvise, but purpose made blindfolds are usually made from leather or silk. A creature wearing a blindfold is blinded.

Bitchsuit

This unorthodox array of straps and leather bindings is designed to bind a creature's limbs in place so that it must crawl around on it's knees and elbows. While wearing a bitchsuit, a creature is encased, and it's speed is reduced to 5 ft. Escaping a bitchsuit requires a successful DC 25 Dexterity check, and breaking the bitchsuit requires a successful DC 25 Strength check.

Body Clamps:

A pair of small metal clamps secured either by a spring or a set of nobs and used to pinch or clamp erogenous zones on the body. A creature wearing body clamps has disadvantage to resist indirect and skilled Advances, and Martial Advances against the creature are made with advantage.

Many body clamps have attachment points for chains, bindings, or weights. A creature can tug sharply on the clamps or their attached bindings as a bonus action. If the clamps are attached to an erogenous zone, The wearer must succeed on a DC 16 constitution saving throw or gain 1d4 bludgeoning stimulation

Body Piercing:

Body piercings come in all shapes and sized and can be applied to just about any location on a creature's body, but Erogenous zones such as the nipples and clitoris are common

Many body piercings have attachment points for chains, bindings, or weights. A creature can tug sharply on the clamps or their attached bindings as a bonus action. If the piercing is attached to an erogenous zone, The wearer must succeed on a DC 18 constitution saving throw or gain 1d4 piercing stimulation

Sexual Gear

Name	Cost	Weight
Arm Binder	*5 gp*	*5 lb*
Belly Harness	*36 gp*	*45 lb*
Blindfold	*1 sp*	–
Bitchsuit	*10 gp*	*8 lb*
Body Clamps	*2 gp*	–
Body Piercing	*10 gp*	–
Chastity Device	*5 gp*	*2 lb*
Cock Ring	*1 gp*	–
Corset	*3 gp*	*2 lb*
Fetish Armor	*10 gp*	*10lb*
Gag (Ball)	*1 gp*	*1 lb*
Gag (Cock)	*7 gp*	*1 lb*
Gag (Ring)	*1 gp*	*2 lb*
Harem Robes	*10 gp*	–
Leather Cuffs	*1 gp*	*3lb*
Leather Hood	*2 sp*	*1 lb*
Lingerie	*8 sp*	–
Manacles	*2 gp*	*6 lb*
Shibari Harness	*10 gp*	*5 lb*
Slave Collar	*1 gp*	*2lb*
Slave Harness	*5 gp*	*6 lb*
Spreader Bar	*1 gp*	*7 lb*
Strap-On Harness	*1 gp*	*1 lb*
Suction Glass	*50 gp*	–

Chastity Device:

A lockable metal cage or belt designed to fit around a creature's genitals. These devices are used to prevent access to a creature's genitals, and is often to impose the denied condition on submissive partners. Each device comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the cock cage's lock with a successful DC 18 slight of hand check. A Cock Cage has 15 Hit Points, but destroying one while worn is a delicate operation.

Cock Ring:

A metal or leather ring designed to fit tightly around a creature's balls and penis. While wearing a cock ring, a creature's cock is treated as one size category larger for the purpose of calculating stimulation.

Corset:

A boned corset designed to tighten the waist and accentuate curves. While wearing a Corset, a creature has disadvantage on constitution saving throws, and advantage on checks made to seduce other creatures.

Fetish Armor:

Fetish Armor is effectively lingerie designed to vaguely resemble a set of armor. While it provides no mechanical bonus to a creature's armor class and does not count as armor for the purposes of features like a barbarian's *Unarmored Defense*, it does provide advantage on checks made to seduce other creatures, and can be enchanted with any magic that would normally be applied to armor.

Gag (ball):
A simple leather strap with a clasp and round ball or cylinder of some sort threaded along it's length which fits snugly inside the wearer's mouth. A ball gag prevents it's wearer form speaking, eating or using their mouth. A creature wearing a ball gag is gagged.

Gag (Cock):
A pair of leather straps attached to a small dildo that fits securely in the mouth. A cock gag prevents it's wearer from speaking, and provides sexual stimulation while worn. A creature wearing a cock gag is gagged, and has disadvantage on saving throws made to resist Sexual Advances.

Gag (Ring):
A pair of leather straps attached to a metal ring which fits securely inside the mouth. A ring gag prevents it's wearer form speaking, but holds the mouth open so that they can be orally penetrated. A creature wearing a ring gag is gagged, but can still vocalize to moan or scream.

Harem Robes:
A fine set of robes made from shear fabrics and designed to obscure only so much of the body to be enticing, Harem robes are perfectly suited for seduction.

Leather Cuffs:
A pair of leather cuffs with metal attachment points for chains and other bindings. These leather restraints can be used to Cuff a creature. Escaping the cuffs requires a successful DC 15 Dexterity check. Breaking them requires a successful DC 15 Strength check.

Each set of cuffs comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Cuffs have 10 Hit Points.

Leather Hood:
A simple hood of dark leather, crafted to reveal only the wearer's eyes. While wearing a leather hood, a creature has advantage on checks made to conceal it's identity from others.

Lingerie:
A set of expensive undergarments consisting of fine silks and shear fabrics, trimmed with lace. Wearing only lingerie and no other clothing provides advantage on checks made to seduce other creatures

Manacles:
These metal restraints can be used to Cuff a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check.

Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 Hit Points.

Shibari Harness:
A complex harness made of intricate knot work and ties.. A Shibari Harness contains as much as 50 ft of silk rope, and can be easily hidden under other clothes. A shibari harness can be used to apply most any bound condition.

Slave Collar:
A simple collar made of leather or metal, a slave collar is ideal for keeping pets or property close by. Each collar comes with a matching 5 ft lead.

A creature wearing a slave collar may be leashed as a bonus action by any creature within 5 ft. An unwilling creature may attempt a dexterity saving throw contested by the leashing creature's dexterity check to avoid being leashed.

Slave Harness:
A harness consisting of supple leather straps and metal rings and fittings. Includes a variety of attachment points for chains and other bindings.

A creature wearing a slave harness may be leashed as a bonus action by any creature within 5 ft. An unwilling creature may attempt a dexterity saving throw contested by the leashing creature's dexterity check to avoid being leashed.

Spreader Bar:
A telescoping metal bar with a metal ring on each end for attaching to a set of cuffs or manacles. A spreader bar keeps a creatures arms or legs spread apart, limiting their movements. A spreader bar can be used to further restrain a cuffed creature in a vulnerable position.

Strap-on Harness:
A leather belt and straps with a slot to safely secure a Dildo as if it were the wearer's own cock. A dildo attached to a Strap-on harness does not require a free hand to use.

Suction Glass
A gnomish device consisting of a set of glass bulbs connected to a small mechanical pump. The bulbs place onto various erogenous zones, such as the nipple or cock, used to encourage blood flow in erogenous zones and increase sensitivity. Using a suction glass on a creature takes 1 minute, and reduces their Inhibition Bonus by 2 for the next hour.

Common Consumables

Some Items carried by lewd adventurers are good for only one or two uses. The following items are consumable items you are likely to come across as part of your journey

Low Temp Candles:

Candles made of soft paraffin wax, which melts at a relatively low temperature. They come in a variety of shapes and colours, and can be safely used for wax play without the risk of severe burns or damage. Low Temp Candles in a 5-foot radius and dim light for an additional 5 feet. Each candle can remain lit for up to an hour. They are sold in bundles of 6.

As an action, you may hold a lit candle over a creature to drip hot wax onto their exposed skin. The target must succeed on a constitution saving throw with a DC equal to 12 + your dexterity modifier, or gain 1d4 fire stimulation

Personal Lubricant

A bottle of lubricating oils used to make penetration easier. As an action, a creature may apply a coat of personal lubricant to any sexual implement. For the next minute, stimulation rolls made with that implement may be re-rolled on a roll of 1, and may be safely used with implements one size category smaller or larger, ignoring the negative effects of oversized penetration. A bottle contains enough personal lubricant for 3 applications.

Massage Oil

A bottle of fragrant oil used to help soothe sore muscles. You may apply a coat of massage oil to a willing creature as part of a short rest. The target may re-roll any 1s on hit dice spent to regain hit points as part of this rest. A bottle contains enough massage oil for 3 applications.

Sensitizing Oil

A bottle of specialized massage oil used to increase sensitivity. You may apply a coat of sensitizing oil to a willing or restrained creature during a long or short rest. For the next hour, Martial advances made against the target are made with advantage. A bottle contains enough sensitizing oil for 3 applications.

Desensitizing Oil

A bottle of specialized massage oil used to increase sensitivity. You may apply a coat of desensitizing oil to a willing or restrained creature during a long or short rest. For the next hour, the target gains 1d6 numbing at the start of each of it's turn's. A bottle contains enough desensitizing oil for 3 applications.

Condom

A translucent sleeve of material used to prevent pregnancy. As an action before penetration, a creature may apply a condom to the cock of a willing or restrained creature. For the next 10 minutes, The DC for any impregnation check made using the cock becomes 25. After 10 minutes of use, the condom ceases to be effective for this purpose.

Condoms also make for useful survival gear. A condom can hold up to 2 litters of water or other liquid without bursting.

Consumable Items

Name	Cost	Weight
Low Temp Candles (6)	*6cp*	*1 lb*
Personal Lubricant	*5sp*	*1/2 lb*
Massage Oil	*2sp*	*1/2 lb*
Sensitizing Oil	*50gp*	*1/2 lb*
Desensitizing Oil	*50gp*	*1/2 lb*
Condoms (set of 5)	*1gp*	–
Oil of Impotence	*10gp*	*1/2 lb*
Potion of Infertility	*50gp*	*1/2 lb*
Beads of Prevention (10)	*300gp*	*1/2 lb*

Oil of Impotence

A vial of contraceptive lubricant used to prevent pregnancy, As an action, a creature may apply a coat of oil of impotence lubricant to any natural implement. For the next hour any impregnation checks made involving the coated implement automatically fail. A vial contains enough oil for 1 application.

Potion of Infertility

Foul-smelling brew made of pungent herbs and unsavoury ingredients. Drinking a potion of infertility causes a creature to become infertile for the next 7 days

Beads of Prevention

A string of expensive enchanted beads meant to be worn or kept nearby during sex. When an attuned creature within 5 ft of the beads would be impregnated, the pregnancy instead fails, and one of the beads cracks and is turns grey. When all beads have turned grey, the item ceases to function. A string contains 10 beads.

Equipment Packs

Sex is the oldest profession known to mortal kind, and over the centuries, mortals and immortals have expanded on that profession in a cumber of ways. The following equipment packs represent the everyday gear carried by lewd adventurers and professionals within various sexual trades.

Self-Pleasure Pack: (12gp)

A standard array of sexual implements and gear for helping an individual enjoy themselves. Includes a phallic shaft, fleshlight, or medium-sized dildo, a bottle of personal lubricant, a set of common lingerie, and 5 condoms.

Harlot's Pack: (25gp)

Standard fair for those selling their bodies for coin or pleasure. Includes a dagger or talon claws, an iron mirror, and small array of makeup creams and powders, a bottle of perfume, a set of leather cuffs with a spare key, a bottle each of personal lubricant and massage oil, two sets of common lingerie or one slave harness, 25 condoms, and a phallic shaft

Rigger's Pack: (25gp)

A collection of ropes and hardware for safely binding and suspending a medium sized creature. Includes 100 ft of silk rope, a block and tackle, a spreader bar and leather cuffs, and an assortment of hooks, clasps, and other mounting hardware.

Dominant's Pack: (13gp)

A basic set of equipment for the dominant on the go. Includes a single set of Dominant's Garb, a Leash and Collar, a pair of Leather cuffs, a Blindfold, a Ball or Ring Gag, and a Riding crop or Flogger.

Aftercare Pack: (5gp)

An important part of any healthy D/s Relationship, each aftercare kit is different, common items include: A warm blanket large enough for two, a soft plush toy, a storybook or music box, a fresh waterskin, and an assortment of comforting snacks.

Sadist's Pack: (20gp)

A collection of tools an implements for providing sexual stimulation through pain. Includes 3 daggers, a pair of Body clamps, 5 low temp candles, A Paddle, A Flogger or Riding Crop, and either a Whip and Talon claws, or a Needle Roller.

** At the DM's discretion, some lewd equipment packs may allow their owner to take special actions, such as using an aftercare pack to allow a creature to spend a recovery dice, or using a sadist's pack to gain advantage on intimidation*

Magic Items A-Z

Alchemist's Collar
Wondrous Item (Collar), Rare (requires attunement)

An intimidatingly well-crafted collar fitted with a series of syringes. Each syringe can be filled with different a potion, poison, or aphrodisiac.

Once attuned to this collar, you can place it on any creature of your choice. A new creature cannot attune to the collar until you us an action to end your attunement. As a bonus action once per round, you activate one of these syringes, injecting one of these substances of your choice into the wearer. The target has disadvantage on saving throws against the effects of potions and poisons applied in this way.

Amulet of Active Pregnancy
Wondrous Item (necklace), common

This rose-gold amulet is cast in the form of a pregnant mother with a large pink gemstone representing her swollen womb. Wearing it provides relief from some of the worst symptoms of pregnancy, as well as providing some protection for the child growing within.

While wearing this amulet, you do not suffer disadvantage on Strength and Dexterity saving throws while pregnant, and have advantage on constitution saving throws resulting from pregnancy. Additionally, your pregnancy cannot be lost or prematurely terminated except by magical means.

Argonain Maid's Uniform
Wondrous Item (Lingerie), Rare (Requires Attunement)

A finely tailored maid's uniform, sewn from the finest silks and lace, and embroidered with all manner of subtle arcane markings. It expressly does not include panties. While attuned to this fine lingerie, you may use the help action as a bonus action on your turn.

Curse: This lingerie is cursed, and equipping it extends the curse to you, causing you to become infatuated with an ally within 30 ft. If there are no allies within 30 ft, you instead become infatuated with the next ally you see. As long as you remain cursed, you remain infatuated with this ally, and are unwilling to part with the lingerie, keeping it within reach at all times. While cursed in this way, each time you obey a command or complete a task assigned to you by the target of your infatuation, you gain 1d10 psychic stimulation.

Armor of Binding
Fetish Armor, Very Rare (Requires Attunement)

An overly form-fitting set of leather armor, clearly designed more for displaying your assets than for protecting them. While wearing these imposing black leathers, you may cast the *Planar Binding* spell at its lowest level once between long rests without expending a spell slot. Charisma is the casting ability used for this spell

Curse: While attuned to this armor, whenever a creature succeeds on it's saving throw against your planar binding spell, the spell is turned back upon you, and you instead become bound to the target for the full duration of the spell.

Arrow of Bondage
Weapon (ammunition), rare

Often carried by bandits, slavers, or hunters from he wild east, arrows of bondage consist of a small bundle of leather strapping which unfurls on hit, binding the target in place. A creature hit by a bondage arrow takes no damage, but must instead succeed on a DC 17 dexterity saving throw, or be restrained as the arrow unfurls into a full slave harness, complete with arm binders and gag.

A creature restrained in this way is for forced into a kneeling position, and cannot speak or use its arms. Escaping these restraints requires a DC 20 dexterity check, and Breaking the restraints requires a DC 20 strength check.

Each Arrow of bondage may be used only once, after which it must be reset using a DC 15 slight of hand or arcana check before it can be used again. Failing this check causes the arrow to trigger, binding the triggering creature as if it had been fired at them.

Armor of Blasphemous Pleasure
Armor (Plate), Very Rare

This dark steel armor shines with sanctimonious light, empowering the wearer to pervert and corrupt the holy light of the gods.

While wearing this armor, you have advantage on sexual advances made against celestials and devout worshippers of the gods, and your sexual advances against these creatures ignore all stimulation resistances or immunities.

Armor of The Hungry Mimic
Armor (Leather or Hide), Rare

The iridescent hues of this armor shift and swirl with changes in light, and it's surface seems to be ever slick and cool to the touch. If you watch long enough, you swear you can see the armor breathing.

While wearing this armor, you may use an action on your turn to change your form, blending seamlessly into your environment, becoming indistinguishable from ordinary objects and furnishings so long as you remain motionless.

Curse: While magically concealed by this armor, you gain 1d8 acid stimulation each turn, as the living armor gropes and caresses your body with its slimy inner tendrils.

Asps' Kiss
Consumable (Lipstick), Rare

A deep shade of burgundy red, this silky liquid is sealed in a small crystalline bottle enwrapped by two silver serpents. The bottle contains enough lipstick for three applications, and it's contents are prised among assassins and poisoners.

Applying this lipstick properly takes roughly a minute and must be done in front of a mirror or reflective surface. Once applied, the lipstick provides it's wearer with an hour of immunity from ingested and contact type poisons, allowing a sensual assassin to safely apply the "kiss of death" upon their target by means of any poison brushed upon their lips or body.

Atavist's Rope
Wondrous Item (Silk Rope 50 ft), Rare

Prized by blood mages and sanguine ritualists, This blood red rope seems to pulse with the beating of an ensnared heart, almost like the veins of those it binds. Creatures within it's snare suffer pleasure, rather than pain as their blood flows from open wounds

When a creature bound by this rope takes damage due to blood loss, such as that caused by slashing or piercing weapons, it immediately gains both stimulation and temporary hit points equal to the same amount. The first time a creature bound by this rope would be reduced to 0 hit points or fewer, it instead is reduced to 1 hit point, and begins edging.

Awakened Rope
Wondrous Item (Silk Rope 50 ft), Uncommon (Requires Attunement)

This Drowsilk rope is available in just about any color or hue, but predominantly black, silver or white. While drowsilk is far and away the most luxurious binding one could be tied up in, It is the way this rope moves on it's own to fulfil the commands of it's master that makes these bindings so special.

The soft silk is enchanted to behave like a living creature, following the commands of the creature it is attuned to. It is capable of moving on its own and tying complex and intricate knots under its own power. The rope has 10 hit points and can be burst with a DC 21 Strength check.

Azure Spectacles
Wondrous item (Spectacles), Uncommon

Favored by certain well-aged wizards, These gold-rimmed glasses present the world with an ever present tinge of blue. While wearing this item, You are immune to the *Sexual Dysfunction* spell. In addition, when making a sexual advances using your cock, you can treat a d20 roll of 9 or lower as a 10.

Curse: While wearing these spectacles, you are unable to discern any color other than blue, and your cock remains permanently erect.

Bag of Binding
Wondrous item (Bag), rare

This beautifully couture version of a bag of holding is made of the finest imported leathers, and adds a level of fashion to any outfit - especially when it's magical properties are revealed. This bag functions exactly as a bag of holding, except for the following curse:

Curse: This bag is cursed to bind and restrain it's wearer whenever a specific word or phrase is spoken.

As an action on it's turn a creature within 5 feet of you can speak the word or phrase sewn into the lining of this bag, causing it to turn inside out transforming into an equally couture bondage harness, complete with arm and leg binders.

You must succeed on a dc 21 dexterity saving throw or be Full-tied by the bag. While Full-tied in this way, you are bound in a kneeling position with your arms behind your back.

This effect lasts until the creature who triggered the transformation speaks the trigger phrase a second time, or until you break free of the restraints using a DC 24 strength check, at which point the bag returns to it's normal state.

Balm of Lactation
Consumable (Ointment), Uncommon

Spreading this thick, milky cream across a creature's breasts causes them to swell up to three sizes, and begin lactating heavily.

As an action, you may apply this cream to the breasts of a willing creature (including yourself) causing the size category of the target's breasts to increase by 1 for the next 4 hours. Applying this cream again while already under it's effects instead extends this duration by an additional 4 hours While affected in this way, the target gains vulnerability to all stimulation dealt to their breasts, including stimulation dealt by the reciprocal property. A jar contains enough for three uses.

Balm of Tiger's Virility
Consumable (Ointment), Uncommon

This pungent cream burns ferociously when first applied, but can be used to drastically increase muscle mass.

Applying this cream to a creature requires 10 minutes, and causes their size category to increase by 1 for the next hour. While affected in this way the target also has advantage on Strength checks and Strength saving throws. The target's natural implements also grow to match its new size.

When applied to a reciprocal implement, the cream deals 1d6 acid damage, and doubles all stimulation resulting from the reciprocal property of the implement for the duration.

Bands of Breath
Wondrous item (Collar and Bracelet), Uncommon (requires attunement)

This leather collar is adorned with pattern of golden chain links, who's purpose becomes quite clear the first time it's wearer disobeys the wearer of the matching bracelet.

This collar comes with a matching bracelet, which must be attuned by a separate creature for the collar's magical effects to function.

While wearing this collar, The amount of time you can hold your breath is doubled, and you add your Inhibition Bonus to the number of rounds you can survive while suffocating.

Curse: This collar is cursed, and wearing it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times.

While cursed by this collar, disobeying a direct order or command from the wearer of the matching bracelet causes you to begin suffocating. This effect lasts until you fall unconscious, or the wearer of the bracelet chooses to end it as a free action. A creature reduced to 0 hit points in this way automatically succeeds on their first death saving throw.

Bath Bomb of Reversal
Consumable (soap), Uncommon

This pleasantly fizzy soap causes the water to bubble with pink and blue swirls, and allows one to experience a whole new take on their own body.

Bathing in water treated by this soap replicates the effects of the Sexual Reversal curse for 24 hours, after which, your body magically returns to normal.

Bell of Bovine Abundance
Wondrous Item (Bell), Uncommon

A golden cowbell inscribed with a powerful sigil of ancient fertility magic, wearing it grants your milk miraculous properties, but trains you to be increasingly dull and docile. While wearing bell around your neck, you may cast the *Miraculous Milk* spell once between long rests without expending a spell slot or material components.

Curse: This bell is cursed, and equipping to it extends the curse to you. As long as you remain cursed in this way, the bell cannot be removed or unequipped by any means, and each time you hear it's ring, you feel a strong compulsion to moo like a common cow.

While cursed in this way, you gain an addiction to casting the *Miraculous Milk* spell, as if it were a vice. The base addiction save DC for this Vice is 18. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- Your breasts increase in endowment by one, or you gain tiny breasts if you do not have breasts already.
- You become docile and eager to please. You have disadvantage on persuasion checks.
- You become suggestible and easily controlled. You have disadvantage on saving throws against the charmed and infatuated conditions.
- While affected in this way, you gain vulnerability to all stimulation dealt to their breasts, including stimulation dealt by the reciprocal property.
- Each time you cast the *Miraculous Milk* spell, you gain 3d8 bludgeoning stimulation

If at any point you critically fail an addiction saving throw against this vice, you are instead affected as if by the *Mindbreak* spell.

The Bimbonomicon

+3 Tome, Legendary Artifact (Requires Attunement by a spellcaster)

This glittery pink spellbook is written in a colorful script that dots every I with a little heart, and often meanders off into lewd scribblings and blissfully airheaded comments in the margins. It holds powerful enchantments for those willing to pay the price

While attuned to this spellbook, you add all spells from this handbook to your spell lest, and may use charisma as the casting ability for any spell, regardless of your class or subclass.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, keeping it within reach at all times.

Additionally, Each Time you casts a spell using this spellbook, you must roll a d20. On a roll of 1, your Intelligence score is reduced by 1, to a minimum of 8. On a roll of 20, your charisma score is increased by one, to a maximum of 20. While your Intelligence score is 10 or lower, you become permanently intoxicated and treat Sex as a vice to which you are permanently addicted.

Binder of Groping

Wondrous Item (Binder), Uncommon

This eldritch knock-off is visually identical to a common binder of holding. And is frequently sold as such by less than reputable sales-folk. The Binder of Groping functions identically to a binder of holding, except for it's lecherous curse, and identifying it as a fake requires a DC 15 arcana check.

Curse: Immediately upon donning this cursed binder, you must succeed on a DC 18 dexterity saving throw, or be unable to remove it without the help of a *remove curse* spell, or similar magic. The pocket dimension of this otherwise harmless binder is home to an array of phantom hands or lecherous tentacles. While wearing a binder of groping, each time you roll initiative, and at the start of each of your turns for 5 minutes afterwards, you must succeed on a DC 15 dexterity saving throw, or gain 1d4 bludgeoning stimulation as your breasts are groped and fondled by the creatures within.

Binder of Holding

Wondrous Item (Binder), Common

A tight Silk binder spun by Drow hands, and embroidered with attractive lace. The inside surface functions much like a bag of holding, keeping the Wearer's breasts securely out of the way while engaging in combat or other activities.

While wearing a binder of holding, your breasts are inaccessible and cannot be used as a sexual implement or targeted by sexual advances.

Placing a binder of holding inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random Location on the Location on the Plane of Perversion. The gate then closes. The gate is one-way only and can't be reopened.

Bindings of Shandor

Wondrous item (manacles or other binding), Uncommon

Forged of pure selenium, and imbued with the power of four great sages, these bindings can be used to restrain spooks, spectres and ghosts, and render them fully corporeal.

When placed upon a creature, these bindings disable any incorporeal traits or abilities of the creature, as well as any and all forms of incorporeal or extra-planar movement, such as the *Blink* or *Etherealness* spells.

Bitchbreaker Harness

Wondrous Item (Belly Harness), Very Rare

This leather belly harness is emblazoned with vile runes, and studded along its straps with tiny barbs which conduct pain from one creature into another.

While wearing this harness as a mount, a portion of your pain can be channelled directly into your rider as pleasure. As a reaction when you would take damage from any source, you may force your rider to make a DC 25 constitution saving throw. On a failure the damage you take from the triggering source is reduced by half, and your rider gains necrotic stimulation equal to the same amount.

Blade of Bloody Illusions

+1 Weapon (Dagger), uncommon

The blade of this cruel-looking knife shimmers as if not fully real. However, The pain - and stimulation - it inflicts, very much is.

This enchanted blade may be used as a +1 sexual implement in addition to a weapon. Any damage dealt by this exquisite dagger is dealt as nonlethal psychic damage, and the targeted creature gains psychic stimulation equal to the same amount.

Wounds made by this weapon are considered illusionary, and fade without trace within an hour, despite looking and feeling entirely real.

Blade of Dismemberment
Weapon (Any bladed Weapon), Very Rare

The blade of this weapon seems to be made of iridescent moonlight, and is entirely intangible. While poorly suited for battle It is far from useless.

You gain a +3 bonus to attack rolls made with this magic weapon, but deal no damage on hit. Instead the target gains numbing points equal to any damage that would have been dealt.

When you attack a creature with this weapon and score a critical hit, you cut off one feature of the creature's anatomy, such as a head, limb, or natural implement. The creature takes no damage from this dismemberment, and the severed body part continues to function as normal, despite being disconnected from the creature's body, and any damage or stimulation applied to the severed body part is applied to it's owner, regardless of distance, so long as both are on the same plane of existence.

A body part severed using this blade may be reattached at any point by pressing it firmly to the point it was severed from, and holding it in place for one minute.

Blade of the master Baker
Weapon (Shortsword), Legendary

This cartoonishly oversized chef's knife shimmers with powerful Fae magic, transforming anything it cuts into a rich, sugary confection. You gain a +3 bonus to attack and damage rolls made with this magic weapon, as well as any rolls made to cook, bake, or otherwise prepare food.

This blade effortlessly cuts through any nonmagical object not made of adamantine, mithril, or orichalcum, transforming it into a perfect recreation of itself made from the most luxurious and delectable cake.

When you attack a creature with this weapon and hit, the target's hit, the target's maximum hit points are reduced by an amount equal to the damage taken, as the area around the wound begins to transform into delicious cake. This effects last for 24 hours, at which point the target's body returns to normal, so long as it is still alive.

When you attack a creature with this weapon and score a critical hit, the blade instead slices cleanly through the target, severing a body part of appropriate size for the damage dealt, and transforming it entirely to cake. A body part severed using this blade may be reattached at any point within 24 hours of being severed by pressing it firmly to the point it was severed from, and holding it in place for one minute. A body part not reattached within 24 hours is permanently transformed into cake, and can no longer be reattached.

If an attack made using this blade reduces a creature to 0 hit points of fewer, the creature dies immediately, and it's body is permanently transformed into cake.

Blade of The Silken Fey
Magic Weapon (Dagger), Common

This silver razor is enchanted to never dull, and so long as you hold it, your skill will always remain as smooth as that of the fey who forged it.

This dagger deals an additional 1d6 damage when used in direct moonlight. While this dagger remains in your possession, your face and body will always remain perfectly shaved to your personal liking.

Blanket of Restoration
Wondrous Item (Blanket), Rare

This soft fleece blanket is slightly weighted to provide comforting warmth to those who need it. This blanket may be used as part of a comforting ritual, carefully attending to the needs of a creature to ensure a safe and healthy recovery.

While attuned to this item, you may use the blanket of restoration to cast the following spells as listed below:

- **Lesser Restoration:** The blanket may be used to cast the Lesser Restoration Spell as a 1 hour long ritual
- **Greater Restoration:** The blanket may be used to cast the Greater Restoration Spell as an 8 hour long ritual. When cast in this way the spell does not require material components.

Blemishing Ointment
Wondrous Item (Ointment), Common

This foul-smelling ointment can be applied to a fresh wound, healing it instantly and restoring 2d4+2 hit points. However, any wound healed in this way permanently scars, no matter how mild or severe. A jar contains enough ointment for three uses.

Blindfold of Truth
Wondrous item (blindfold), uncommon

A silken blindfold embroidered with the silver eye of truth, wearing it allows you to see clearly through falsehoods and deception. While wearing this blindfold, you automatically recognize the presence of spoken lies or falsehoods. You do not know the nature of these lies or the truth they conceal, but can detect their presence.

Additionally, you have advantage on insight checks or saving throws made to determine when the truth is being twisted or obscured without outright lies.

Blue Vervain Tonic
Consumable (Poison), Very Rare

A thick, sticky, and deceptively sweet substance known to inhibit mental capacity while similarly increasing libido. This elixir is used by certain Caimanine tribes as a way to pacify unruly captives.

A creature who drinks this poison must succeed on a DC 18 wisdom saving throw, or gain the hyperaroused condition for the next 8 hours. While hyperaroused in this way, the creature's Intelligence and Wisdom scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate beyond pleasured grunts or moans. The creature can, however, identify its friends, follow them, and even protect them.

Bodice of The Spring Hare
Wondrous item (lingerie), Uncommon

A silk-lined bunnysuit complete with perfectly plush tail and a pair of playful ears. Wearing the entire set grants you the leaping prowess of the noble hare - as well as a few *less* noble traits.

While wearing this lingerie, you are considered to be under the effects of the *Jump* spell. Additionally, if you have taken no other actions on your turn, you may use your reaction when targeted by an attack to leap out of the way to an unoccupied space within 10 ft, causing the attack to automatically miss.

Curse: This lingerie is cursed and equipping it extends the curse to you, As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

While wearing this lingerie, you are considered hyperaroused and hyper fertile. Additionally, you gain the ears and tail of a rabbit, which are vulnerable to stimulation of any kind.

Body Clamps of Exquisite Pain
Wondrous Item (Body Clamps), Rare

A Set of small Darksteel body clamps connected by a fine chain - clearly of Drow make or similar. The clamps themselves are spring-loaded, but each clamp is adorned with a small gemstone knob that can be turned to fine-tune the exact pressure applied.

While wearing these clamps, an attuned creature experienced pain as if it were pleasure. The wearer gains resistance to all damage, but gains stimulation equal to any damage taken.

Boots of Bountiful Booty
Wondrous item (boots), Uncommon

A pair of fine leather boots fit for a pirate king (or queen). They seem to always know the way to treasure.

While wearing these boots, you can sense the presence, but not the location, of valuable treasure such as Gold, Gemstones, Art Objects, or Magic items. By concentrating on the boots for at least a minute, you can determine the general direction of the nearest treasure hoard, but not it's exact location, or what traps or dangers may lie between you and the booty.

Curse: These boots are cursed and equipping them extends the curse to you, As long as you remain cursed, you are unwilling to part with the boots, keeping them within reach at all times.

While cursed in this way, the size category of your ass increases by one, and you have disadvantage on stealth checks made to remain silent.

Boots of the Dominatrix
Wondrous item (boots), uncommon

A pair of thigh-high cloaker leather boots with a fearsome aura befitting a pit fiend. They shine with the tears of a thousand horny submissives, and rebel fiercely when worn by those they find unworthy.

While wearing these boots, you add twice your proficiency bonus to intimidation checks and direct sexual advances made against prone creatures.

Curse: These boots are cursed and equipping them extends the curse to you, As long as you remain cursed, you are unwilling to part with the boots, keeping it within reach at all times.

While cursed in this way, each time you fail a saving throw against a fear or charm effect, the boots bite into your calves, dealing piercing damage equal to the amount by which you failed the saving throw. This damage cannot be reduced in any way.

Breeder's Bitchsuit
Wondrous item (Bitchsuit), rare

This exquisitely made bitchsuit is designed for long-tem wear, with padding in all the right places, and a canine mask in the shape of a muzzle. It's magical effects are... Unique, to say the least

While wearing this bitchsuit, you are affected as if by the *Speak with Animals* spell, and treat overstimulation as if it were one level less. Additionally, you count as one size category larger for the purpose of being sexually penetrated.

Curse: This bitchsuit is cursed, and becoming attuned to it extends the curse to you. While wearing this bitchsuit, You become hyperaroused, and can speak only in barks and animal noises, which are perfectly understood by beasts, but cannot be understood by other creatures without the use of a *Speak with Animals* spell.

Breeder's Tonic
Consumable (Potion), Common

A bone-shaped bottle full of a faintly glowing serum that swirls silvery blue. It is commonly used by goblin tribes to help make their breeding slaves more productive.

A creature who consumes this potion becomes Hyperfertile and Nymphomanic for the next hour.

Broach of Baroness' Bellows
Wondrous item (necklace), Rare

This glittering gold broach contains a single red gemstone that seems to swirl with the forces of elemental air. While attuned to this broach, You may cast the *Featherfall* spell at will, and the *Fly* spell once between long rests.

Curse: This necklace is cursed, and wearing it extends the curse to you. While cursed in this way, you are unwilling to part with the necklace, and keep it within reach at all times.

Each time you succeed on a bluff or intimidation check while cursed in this way, the endowment of your breasts and ass increases by one, as your body visibly inflates. Failing a bluff or intimidation check while cursed in this way causes your body to deflate, reducing your bust and ass by one endowment. These changes have no effect on your overall weight.

Cage of Contradictions
Wondrous Item (Chastity Device), Uncommon

This strange device is made of fine elvish silver, and forever remains slightly cool to the touch. It wraps firmly around the waist and genitals like a chastity belt, but ironically enough provides openings for accessing the wearer's genitals.

While wearing this device, a creature is immune to the reciprocal property of it's own sexual implements, and gains numbing points at the start of each of it's turns equal to the total stimulation dealt to it the previous round.

The Device also includes a socket for attaching a dildo or phallic shaft. While wearing this device, a creature experiences any stimulation applied to an attached implement, as if it were applied to the creature itself, but is incapable of climaxing as a result of this stimulation. If such stimulation would force the creature to make a climax saving throw, it instead does not.

Carrier's Harness
Wondrous Item (slave harness), Rare

A fashionable harness that stows the wearer's arms and legs away into an extradimensional space, allowing them to be easily carried from place to place like a common handbag.

Properly applying this bondage harness to a creature requires 10 minutes, and causes the creature's arms and legs become trapped within an array of small portals until removed. While trapped in this way, a creature is Suspended, and it's limbs are shunted into a harmless demiplane, similar to that connected to a bag of holding. An creature may use the handle or carrier strap of this harness to carry the suspended creature as if they weighed no more than 10 lbs.

Escaping this Harness requires a DC 26 Arcana check, or the use of a *Dispel Magic spell* or similar magic.

Cask of Tentacles
Wondrous Item (Barrel), Rare

This otherwise unassuming barrel contains an array of lecherous tentacles, eager to grope, fondle and fuck anyone foolish enough to climb inside

A creature who opens this barrel or moves within 5 ft of it while it is open must succeed on a DC 21 Dexterity saving throw, or gain 3d6 bludgeoning stimulation and be engulfed, as the tentacles pull it inside the barrel to sexually molest. A creature inside the barrel gains 3d6 bludgeoning stimulation at the start of each of it's turns.

A creature engulfed by the Tentacles can use its Action to make a DC 21 Strength or Dexterity check (its choice). On a success, it frees itself, and climbs out of the barrel.

The barrel is only large enough to contain a single creature at a time, and if a creature is already inside the barrel, other creatures moving within 5 ft of the barrel are unaffected.

Catsuit of Displacement
Wondrous Item (Bodysuit), Uncommon (Requires Attunement)

A tight leather catsuit, with the addition of two tentacle accessories attached to the fur black shawl. Wearing the set turns you into a playful beast of the fey.

While wearing this bodysuit, You gain two tentacles which you may use a sexual implements, or to manipulate items or objects weighing less than 5 lbs. Additionally, you may cast the Blur spell once per day without expending a spell slot. Charisma is the casting ability used for this spell.

Curse: This bodysuit is cursed and possessed by a spirit of bestial lust, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the bodysuit, keeping it within reach at all times. While cursed in this way, you become hyperaroused while wearing the catsuit, and are subject to animal handling checks as if you were a common beast.

Ceremonial Blades
Weapon (any bladed weapon), uncommon (requires attunement)

These twinned blades come in many forms, and are used by many cultures to swear bonds of deep loyalty or marriage. Each of these blades must be wielded by a separate creature, and the magic of the blades manifests only when all wielders have sworn a ceremonial vow to each other, such as marriage or friendship.

While wielding these blades, each creature gains a +2 bonus to AC while they are within 30 feet of each other.

Curse: Breaking a vow sworn by these blades places a powerful curse to the wielder. While curse in this way, you are unwilling to part with the blade, keeping it within reach at all times. Your AC is reduced by 2, and you have disadvantage on persuasion checks, or checks made to gain the trust of another creature.

Charm of Extension
Wondrous Item, Rare

This small phallic charm can be worn on a chain, bracelet, or anywhere else that seems fitting, and glows with a small trace of The Master's magic while active.

This holds three Charges. While wearing this charm, when you Cast a Spell that has a Duration of 1 minute or longer as part of a Sexual Act, you may expend a charge to extend this duration up to 1 hour. This extended duration ends early if you or a creature affected by the spell takes damage. The Charm Regains a single charge each time a creature within 5 ft of it fails a climax saving throw.

Chastity Seal
Consumable (paper seal), Common

These enchanted paper seals are reminiscent of those found in eastern shrines, and were first created as a means of protecting virtue against unwanted intrusion. Such seals have since found use for both pleasure and punishment.

As an action on your turn, you may apply this seal to the genitals of a willing or incapacitated creature, magically preventing access to the creatures genitals until the seal is removed.

Once applied, a chastity Seal can only be removed by the creature who applied it, or by way of a *Dispel Magic* spell or similar magic.

Chimeric Lingerie
Wondrous Item (Lingerie), Uncommon

A seemly mismatched set of bestial lingerie, including goat-like horns, feline ears, and a serpent's tail – Even the lace teddy and garters are a different colors. It all makes much more sense when the set is worn together, and each element begins to feel real.

While wearing this lingerie, anytime you would take acid, fire, lightening, or poison damage, roll a d4. On a result of 4, you gain resistance to that damage type until the end of your next turn.

Choker of Bratt's Bane
Wondrous item (Collar), Uncommon

A simple leather collar bearing a series of iron studs, and the words "Make Me" scribed into the lining in undercommon. While wearing this collar, you have advantage on checks and saving throws made to resist intimidation and fear effects.

Curse: This collar is cursed, and equipping it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times. While cursed in this way, when a creature issues you a command while pulling your hair, horns, or similar adornment, you are affected as if by the *Command* spell.

Choker of Ruin
Wondrous item (Collar), Rare (requires attunement)

This demonic looking choker is made of cracked leather and smells faintly of brimstone. A series of infernal runes burn bright along it while in use. While attuned to this collar, Your melee attacks deal an additional 1d8 fire damage, and when you deal fire damage using a spell or class feature, that damage ignores fire resistance

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times. While curse in this way, whenever you would make a climax saving throw, you are immediately affected as if by the *Ruin Orgasm* cantrip.

Choker of Titanic Build
Wondrous item (Collar), Rare (requires attunement)

A masculine leather choker emblazoned with runes giant strength. While wearing this collar, your Strength score increases by 4 up to a maximum value of 22 The choker holds a single charge, which is restored each day at sunrise. As an action on your turn, you may expend this charge to increase your size or the size of one of your natural implements, as per the *enlarge/reduce* spell. This effect lasts for 1 minute, and ends early if you climax.

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times. While cursed in this way, your intelligence score is reduced to by 4, to a minimum of value of 4.

Claws of Creation
Sexual Implement (Talon Claws), Rare (Requires Attunement)

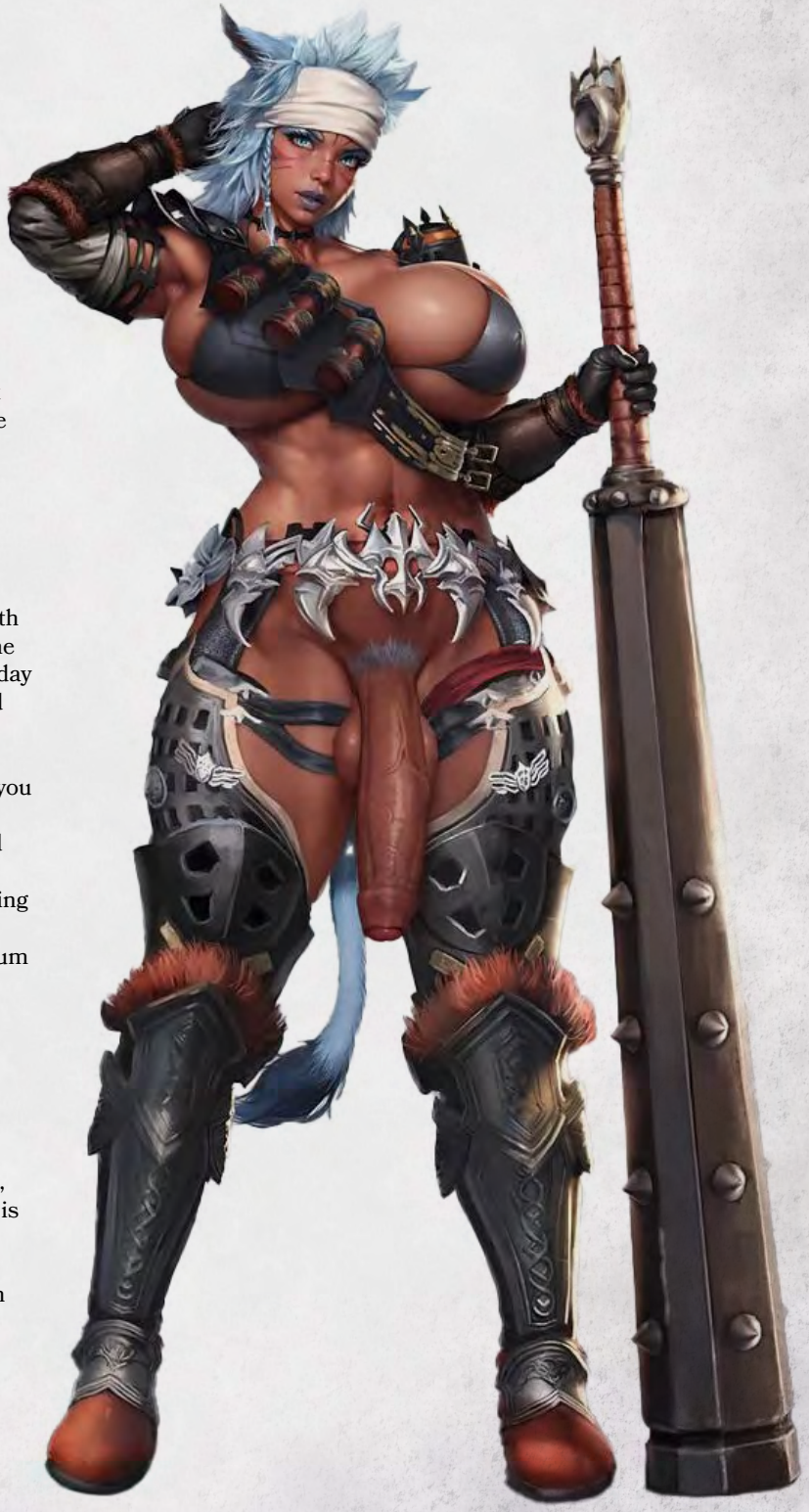
A set of 5 Beautiful Golden claws connected by an ornately crafted chain. Despite meticulous polishing, the entire set still shows signs of wear, and the metal is discoloured in places as if struck by lightning.

These Talon Claws are a +1 sexual implement. While wearing these claws, you may cast the Creation spell once between long rests without expending a spell slot. Sexual implements created using in this way are also treated as +1 sexual implements, but immediately dissolve after bringing a creature to climax.

Cock of Ages
Sexual Implement (Dildo Oversized), Legendary (Requires Attunement)

This enormous golden phallus is made to resemble the cock of a particularly well endowed satyr, and emanates just as much raw lust and sexual prowess as the creature who modelled for it.

While attuned to this +3 dildo (oversized), you cannot be incapacitated through climax, and are considered immune to the effects of overstimulation. Additionally, when you succeed on a sexual act using this implement, you may re-roll any stimulation dice with a result of 2 or lower.



Cock-Rider's Rigging

Wondrous Item (Belly Harness), Very Rare (requires Attunement)

An elegant array of straps and harness, enchanted to give a mounted creature unparalleled control over the creature it rides. While attuned to this belly harness, you may use a free action on your turn to make an animal handling check, contested by your mount's charisma saving throw. On a success, you force the creature to make a sexual advance against you, and the creature becomes dominated by you until the start of your next turn, as per the dominate monster spell.

Cock-ring of Lubrication

Wondrous Item (Cock-ring), uncommon

I gilded ring inlaid with a single band of milky white gemstone. While wearing this ring, you know the *Lubrication* and *Cumshot* cantrips, and may cast them a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again. Constitution is your spellcasting ability for these spells.

Cock Ring of Verdant Harvest

Wondrous Item (Cock-ring), uncommon

This woven and braided cock ring fits snugly along the base of the shaft whilst perpetually wafting off the scent of bread and musk.

While wearing this cock-ring, your cock and balls increase in size by one size category, and a few drops of your cum provide enough nourishment to sustain a creature for one day.

Additionally, each time you climax, you may cast the *Plant Growth* Spell as a free action.

Coin of Mesmer

Wondrous item (coin), rare (requires attunement by a spellcaster)

A shimmering golden coin that almost seems to glow in the light around it. The longer you stare, the harder it becomes to look away.

This coin glitters with five charges, which recharge each full moon. Once per day, as an action on your turn, you may use this coin to cast the *Hypnotic Pattern* spell, centered on the coin, without expending spell slots or material components. Creatures charmed by you become heavily suggestible, and can be instructed in the following ways

- You may expend a number of charges to cast the *Sleep* spell at a level equal to the number of charges spent.
- You may expend a number of charges to cast the *Command* spell at a level equal to the number of charges spent.
- You may expend 3 charges charge to cast the *Suggestion* spell, without requiring concentration.

Spells cast in this way can only target creatures already affected by the *Hypnotic Pattern* spell.

Collarang
Wondrous item (Collar/Ammunition), common

A deceptively light collar, often kept in number by slavers and beast hunters throughout the eastern wilderness. A Collarang my be used as ammunition, or throw as a thrown weapon, with a range of 10/20. On a hit, the Collarang deals no damage, but instead closes shut around the neck of the target, sealing itself shut until removed by the creature who made the attack. Escaping a collaring requires a DC 20 arcana check, and Breaking a Collarang requires a DC 20 strength check. Collarangs may be additionally enchanted to gain the properties of any other magic collar.

Collar of Crusader's Geas
Wondrous item (Collar), Rare (requires attunement)

This polished metal collar bears the sigil of a Gilded Eye, and encourages the wearer to smite evil through any means necessary. While wearing this collar, your melee attacks deal a number of d4 of radiant damage equal to half your proficiency bonus, in addition to their normal damage.

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the collar, and cannot remove it by any means.

While wearing the collar, you become bound to the moral code of the creature who placed the collar upon you. You have advantage on attack rolls against any creature this moral code would deem "evil", and gain 1d4 radiant stimulation whenever you act in direct accordance with it.

Once per round, when you purposefully fail to take action in accordance with this moral code, or act in a manner directly counter to it, you take radiant damage as if from your own melee attack.

Collar of Cuckolding
Wondrous Item (Collar), Uncommon

A fine leather collar, inscribed with a very specific array of hidden arcane glyphs and sigils, and adorned with a silver bell. Once placed upon a creature, an arcane lock seals, binding the collar permanently in place until unlocked by the same creature who locked it. If you place the collar upon yourself, it instead becomes permanently locked until unlocked using a *Dispel Magic* spell or similar magic.

While wearing a cuckold's collar, a creature becomes immune to stimulation from martial or indirect sexual advances, and experiences no sensation of any kind from sexual intercourse, although it can still become physically and visibly aroused.

Collar of Desires
Wondrous Item (Collar), Common, Uncommon, Rare

A simple collar of brass, leather, or iron, imbued with the desires of another, and adorned with arcane script. Each collar of desires is imbued with a specific fetish, or set of fetishes, depending on the rarity (1 at common, 2 at uncommon, 3 at rare). While wearing such a collar, a creature gains these fetishes, and is considered a willing creature for the purposes of any sexual advance which would include or trigger them.

Collar of the Dullahan
Wondrous item (Collar) Rare (requires attunement)

This menacing collar is forged from the iron of a graveyard fence, and etched with Celtic knotwork and runes of necromantic power. While wearing this collar, you learn the *Toll the Dead* cantrip, and may cast it using charisma as your spellcasting ability.

Additionally, you lean the *Find Greater Steed* spell, and may cast it once between long rests. When you do, you summon a Nightmare (MM pg 283), in place of any other mount.

Curse: This collar is are cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unable to remove the collar. While Cursed in this way, you are considered an undead creature, and your head can be removed from your body - although your senses and perceptions remain tied to your body, as if your head were still in place.

While removed, your head functions as an arcane sensor, and you may use an action on your turn to perceive through it's senses. You always know the general direction of your head, so long as it is on the same plane of existence as you

Collar of Silence
Wondrous item (Collar), Uncommon (requires attunement)

A thick leather collar decorated to look like two hands covering a mouth. Attuning to this collar allows you to place it upon a willing or unwilling creature, and activate or deactivate it's magical effect.

Curse: This collar is cursed, and placing it upon a creature extends the curse to them. A cursed creature is unable to remove it without the help of a *remove curse* spell, or similar magic. While cursed in this way, a creature becomes incapable of speaking or vocalizing in any way. This effect may be activated or deactivated as a free action by the creature attuned to this collar.

Collar of the Praiseworthy Pet
Wondrous item (Collar), Rare

While wearing this adorable leather collar, you may take the help action as a reaction on your turn, anytime an ally within 5 ft of you would make a skill check in which you are proficient

Curse: This collar is cursed, and equipping it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times. While cursed in this way, each time you are praised by an ally, you gain 1d4 psychic stimulation.

Collar of Teleportation
Wondrous item (Collar), Rare (requires attunement)

This beautiful choker is made from the tanned pelt of a blink dog bears a faint aura of powerful shadow magic. Combined with the shadowy gemstone matching it's own, can be used to teleport at will. This collar holds 3 charges, which recharge each night at midnight. While attuned to this collar, you may expend a single charge to cast the blink spell, or expend 3 charges to cast the teleport spell. When cast in this way, these spells do not require a spell slot or material components

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the collar and cannot remove it by any means. While wearing the collar, you become bound to the creature who holds the matching gemstone.

As an action on their turn, the creature you are bound to may snap their fingers and call your name, causing you to immediately teleport to an unoccupied space within 5ft of them, regardless of distance or plane. This effect is blocked by a *forbiddance* spell, *antimagic circle*, or any other effect that prevents teleportation or magical travel. After this ability is used, the creature must complete a long or short rest before it can be used again.

Collar of Wealth
Wondrous item (Collar), Rare

A black band of supple leather, ornamented with a shimmering golden coin. It is said to bring luck in all variety of financial endeavours. While wearing this collar, you have advantage on checks made to haggle or determine profits from a financial endeavour.

Curse: This collar is cursed, and equipping to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times. While cursed in this way, whenever you are offered monetary compensation for a sexual act, you must succeed on a DC 18 wisdom saving throw or perform said act as if affected by the *Suggestion* spell.

Condom of Holding
Consumable (Condom), uncommon

This seemingly mundane condom is enchanted to hold an ever increasing amount of cum, swelling to ridiculous sizes as the wearer climaxes load after load of delicious seed. This condom will never burst, regardless of the amount of fluid held inside. Additionally, while wearing this condom a you produce 1d4 liters of cum each time you climax.

Dagger of Exquisite Pain
Weapon (Dagger), uncommon

The handle of this exotically curved dagger details a couple in the throws of passion, and the large purple gem at it's hilt pulses with a lustrous glow. This dagger may be used as a +1 sexual implement in addition to a weapon. Any damage dealt by this dagger is considered nonlethal, and causes the target to gain piercing stimulation equal to the same amount.

Wounds made by this weapon cannot become infected or inflict disease or poison, and will always mend themselves within 24 hours, leaving an visible, but attractive scar.

Dollmaker's Display Case
Wondrous Item (Cabinet), Very Rare

This Gilded glass cabinet is crafted of the finest exotic woods is lined with soft and supple orichalcum cloth, ideal for displaying it's occupant in all their perfect beauty. A creature placed inside this device is encased and restrained by the cold embrace of living orichalcum, and regains 1d12 hit points at the start of each of it's turns.

Curse: A creature who regains hit points using this device gains radiant stimulation equal to twice the hit points restored. If this stimulation causes the creature to climax it is immediately petrified. If this condition is not removed by way of a greater restoration spell or similar magic within 7 days, the creature awakens from the petrifacation on it's own, gaining the Servitor Racial Template.

When given a command or instruction by a non-hostile creature, a doll created in this way must succeed on DC 21 Charisma saving throw, or pursue the course of action commanded to the best of it's ability. Commands to stab itself, throw itself into acid, or do some other obviously harmful act have no effect. If the doll takes damage from any source while performing this course of action, it may repeat this saving throw, ending the effect on a success.

Dollmaker's Key
Weapon (Dagger), Rare (Requires Attunement)

The hilt of this brass dagger is made to resemble a large ornamental key, such as that of a music box. It's strange, triangular blade is forever wet with a strange golden metal, which seeps into the wounds of those it strikes.

When you deal damage to a living creature using this dagger, the target must succeed on a DC 18 constitution saving throw, or gain stimulation equal to the same amount, as the strange golden metal of it's blade spreads out from the wound. A creature who climaxes as a result of this stimulation becomes petrified for 1d4 hours as the glistening golden metal spreads entirely across it's body.

While a beast or humanoid is petrified in this way, you may use an action on your turn to insert the dagger into the creature's spine, turning it as if winding a clockwork doll. The target must immediately make additional climax saving throw. On a failure, this dagger is destroyed, and the target's body is transformed into that of life-like construct of clockwork and porcelain. The creature gains the Servitor racial template, and becomes loyal to you, obeying your verbal commands to the best of it's ability.

On a success, this dagger is destroyed, and the creature is no longer petrified.

Curse: This dagger is cursed and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the dagger, keeping it within reach at all times.

While attuned to this key, you gain a powerful urge to use it's magic on either yourself, or someone you hold dear. The longer you remain attuned, the stronger this urge becomes.

The Dreamshaft of Unknown Kadath
Sexual Implement (Phallic Shaft), Legendary (Requires Attunement)

This faintly glowing phallus is made of some sort of luminescent crystal, and hums with a tune of a soft lullaby. Within it's facets play an endless array of lewd scenes - the erotic dreams of those it has brought to climax.

The Shaft contains 5 charges. As an action on your turn, you may expend one or more charges to cast the *Sleep* spell at a level equal to the number of charges expended.

Creatures put to sleep using this item cannot be awoken by sexual advances until they have been brought to climax at least once, and while the Shaft holds 3 or more charges, You may shape the dreams these creatures, as per the *Dream* spell.

The Shaft regains a single charge each time a sleeping creature fails a climax saving throw while within 5 ft of it.

Drought of Denial
Consumable (Potion), uncommon

This bottle of clear liquid might be mistaken for water, but looking through it's translucent contents reveals a world devoid of color.

A creature who drinks this potion gains the denied condition for the next 24 hours. Common side effects include temporary colorblindness, erections lasting longer than 4 hours, and helplessly mewling or begging for release.

Earrings of the Audiophile
Wondrous Item (Earrings), Rare (requires attunement)

This pair of elegant golden earnings resemble a pair of gilded harps, with actual silken strings which magically amplify sounds (and other things) to the wearer's ear.

While wearing these earrings, you have advantage on perception checks which rely on sound, and knowledge checks made to recognize sounds or melodies. As an action on your turn, you may focus the magic of these earrings, allowing you to perfectly hear any sound or conversation within 120 ft, so long as you can see the source of the target sound. This effect lasts for 1 minute, after which you must complete a long rest before you may do so again.

Curse: These earrings are cursed, becoming attuned to them extends the curse to you, As long as you remain cursed, you are unwilling to part with these earrings, and keep them near you at all times. Once worn, these earrings cannot be removed by any means short of a remove curse spell.

While cursed in this way, your ears become a highly sensitive erogenous zone, and you are considered vulnerable to stimulation from sexual advances made which target or include them. In addition, your ears can be penetrated as a sexual implement, as per the *Fantastic Fuckhole* spell.

Eleven Mistletoe Berries
Consumable (poison), Rare

Snow white berries and a fragrant peppermint aroma signify Elven Mistletoe, also called Cupid's Pearls, from more common varieties of the plant. This powerful herb is often used in love potions and other fey charms.

As an action on your turn you may use these berries to coat the edge of a weapon or up to three pieces of ammunition. The first time an attack with the coated weapon or ammunition hits, the target of the attack must succeed on a DC 17 wisdom saving throw, or becomes infatuated by the next creature it sees for the net 24 hours, or until kissed on the lips by the subject of their infatuation.

Erogenous Seal
Consumable (Paper seal), rare

A perverse inversion of the more well-known chastity seal, these paper seals are enchanted to turn any part of the body they touch into an erogenous zone.

As an action on your turn, you may apply this seal to the bare skin of a willing or incapacitated creature, causing that area of their body to become incredibly sensitive to pleasure. Sexual advances which target the affected area are made with advantage, and the creature has disadvantage on saving throws against sexual advances which target that part of their body

This effect lasts until the seal is removed by the same creature who applied it, or until the enchantment is dispelled by way of *Dispel Magic* or similar magic.

Ethot's Guide to Popular Magic
+1 Tome, Rare (Requires Attunement by a spellcaster)

This clearly enchanted spellbook is made of shimmering etherial pages that glow brilliantly through every color of the rainbow. It promises to contain every arcane secret needed to become known throughout the land.

While attuned to this spellbook, you add the following spells to your spell list, and always have them prepared: *Alter Self, Intoxicating Smile, Incite Lust, Selina's Gloryhole, Siren's Song, Arcane Theatre*. Additionally, you gain proficiency in the performance skill if you do not already have it. If you are already proficient, you instead add twice your proficiency bonus to performance checks.

Once between long rests, you may cast the *Arcane Theatre* spell without expending spell slots or material components. While casting Arcane Theatre in this way, your concentration cannot be broken by sexual advances, conditions, or climaxing.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the tome, keeping it within reach at all times.

While cursed by this tome, you gain an addiction to casting the *Arcane Theatre* spell, as if it were a vice. The base addiction save DC for this Vice is equal to your spell-save DC. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- You gain the hyperaroused condition anytime you are concentrating on a spell.
- You gain the *Exhibitionist* Fetish, if you do not already have it.
- You gain the *Wanton Whore* Fetish, if you do not already have it.
- You become Infatuated by creatures currently watching you through the use of the *Arcane Theatre* spell
- Arcane sensors produced by your *Arcane Theatre* spells are automatically affected as if by the *Selina's Gloryhole* spell, without expending spell slots or material components.

Additionally, Creatures watching you through the *Arcane Theatre* spell may use their action to expend 100gp worth of gemstones or other valuable to cast sending, using you as the target. These gemstones or valuables appear in your possession as soon as the spell ends.

Eyes of the Tunneler

Wondrous item (blindfold), rare (requires attunement)

A worn leather blindfold crafted from the stony hide of a bulette. While wearing this blindfold, you gain tremorsense out to a range of 120 ft, and have advantage on perception checks which rely on sound or vibration.

Curse: This blindfold is cursed and becoming attuned to it extends the curse to you, causing you to become permanently blinded, even while not wearing the blindfold. While blinded in this way, you can see only through the use of this blindfold, or other sources of tremorsense. Removing this curse allows your sight to be restored through normal means, but does not itself remove the blinded condition

While cursed in this way, you are considered vulnerable to thunder stimulation, and taking thunder stimulation from any source causes your tremorsense to malfunction until the start of your next turn.

Explosive Undergarments

Wondrous Item (lingerie), Rare

Woven from the fine silky fibers spun of a particularly volatile shrub, these lacy undergarments bear a tail-like fuze, and are enchanted with extensive fireproofing magic. While wearing this lingerie you Gain resistance to fire damage, and when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Curse: These robes are cursed and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While wearing this lingerie, when you take fire damage from any source, the fuze lights, and your chest begins to glow dimly from within, increasing in brightness each round for 1 minute.

After 5 rounds, you shed dim light in a radius of 5 ft, and after 10 rounds you shed bright light in a radius of 5 ft, and dim light in a radius of 10 ft. At the end of the effect's duration, you detonate in an explosion of flame that spreads around corners. Each creature, including you, in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

The explosion's base damage is 12d6. If at the end of your turn, you have not yet detonated, the damage increases by 1d6. If you take bludgeoning damage from any source before the end of the effect's duration, you must make a constitution saving throw. On a failed save, the effect ends immediately, causing your body to erupt in flame.

The effect may be ended harmlessly using a *control flames* cantrip, or any similar magic used to douse or extinguish flames.

Family Jewels of Djinn Somin

Wondrous item (codpiece), Uncommon

An ornate codpiece decorated in seemingly priceless gemstones. It bears an unmistakable aura of grandeur and magnificence. While wearing this codpiece you gain advantage on performance checks made to earn money, and on persuasion checks made to barter or haggle prices.

Curse: This codpiece is cursed and wearing it extends the curse to you, As long as you remain cursed, you are unwilling to part with the codpiece, keeping it within reach at all times.

While cursed in this way, your current wealth determines the size of your balls, as shown on the table below.

Wealth	Ball Size
Less than 100 gp	*None*
Up to 1,000 gp	*Tiny*
Up to 10,000 gp	*Medium*
Up to 100,000 gp	*Large*
Up to 1,000,000 gp	*Huge*
Greater than 1,000,000 gp	*Gargantuan*

Fruit of Eden

Sexual Implement (Choke Pear), Legendary (Requires Attunement)

This exquisitely crafted mechanism is made of three golden petals embossed with reliefs of carnal acts, and a key-like handle set with a large ruby. Opening the device, it releases fathomless amounts of knowledge into the wearer, both carnal and otherwise.

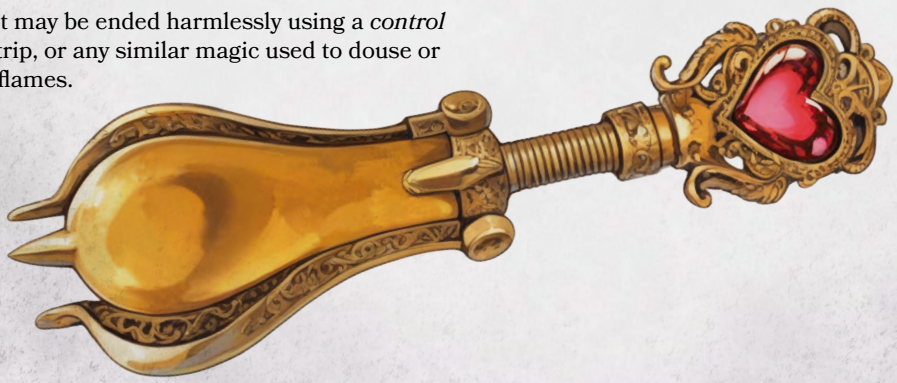
While wearing this Choke Pear, Your Intelligence score increases by 1. Each time the size category of the pear is increased, the your intelligence score increases by 1, to a maximum of 24. This Implement ignores penalties and negative effects involving differing size categories.

Gag of the Phantom Phallus

Wondrous Item (Gag), Rare

An ornate panel of boiled Shadow-leather, with straps to secure it firmly over a creature's mouth. When the clasp is latched, a series of ghostly blue runes trace their way across the gag, and a spectral cock forces its way down the wearer's throat.

The Cock is corporeal enough to impart force and sensation, but does not obstruct breathing. While gagged in this way, the wearer experiences any stimulation applied to the phantom cock as if it were their own, even if they do not naturally have a cock.



Gambler's Secret
Sexual Implement (Plug), uncommon

This discrete and unassuming plug provides an unseen advantage in games of skill and chance. As long as you can hold your composure. While wearing this plug, anytime you would fail a check using a gaming set in which your are proficient, you instead take 1d10 thunder stimulation, and add the same amount to the result of your check.

Gelatinous Cock-Sleeve
Sexual Implement (Cock-Sleeve), Uncommon (Requires Attunement)

A slippery cylinder of translucent slime, this Cock-sleeve seems to have a mind of it's own, and is desperate for the taste of cum. Once between long rests, As an action on your turn, you may stroke this cock–sleeve to "awaken it" causing it to become a tiny ooze under their control. This ooze shares the statistics of an Oblex Spawn (MToF), however all damage dealt by the ooze is dealt as stimulation instead.

The Cock-sleeve follows your telepathic commands to the best of its ability, and remains awakened in this way until it causes a creature to climax, or is reduced to 0 hit points.

Gingerbred Plumpcakes (box of 10)
Consumable (confection), Uncommon

These sugary sweets are more sinister than they would seem, and often used by foul hags to fatten up their victims for the harvest.

Consuming one of these delicious confectioneries, causes the endowment of your ass and breasts to increases by one, and your total weight to increase by a quarter, as you become visibly more plump. You also Become Hyperfertile. This effect lasts for 24 hours, and resets each time you consume another cake.

Curse: These confections are cursed, and powerfully addictive. Each time you consume one of these cakes, you must succeed on a DC 13 addiction save, or become addicted to the cakes as a Vice. While addicted to these cakes, you are always hungry, and cannot willingly stop yourself from consuming any food that is offered to you. Additionally, Each time you consume one of these cakes, roll 1d20; On a result of 1, your dexterity score is reduced by one, to a minimum of 2. This effect lasts until you break the addiction on your own, or the curse is removed by way of a *Remove Curse* spell or similar magic.

Gloves of the Matriarch
Wondrous item (Gloves), Rare

These Elegant white gloves fit comfortably over your hands, and offer a certain sensation of authority and rigidness.

These gloves contain three charges, When you hit with an attack or sexual act while wearing these gloves, you may use your reaction to expend a single charge and make an intimidation check against the same target, demanding a course of action, or suggesting a more "proper" behaviour. If the intimidation check is successful, the target is affected as if by the spell Suggestion. The Gloves regain a single charge each evening at twilight

Glow Jelly Extract
Consumable (massage gel), Uncommon

A bioluminescent substance extracted from glowing slimes and combined with sensitizing agents to create a tingling massage gel. Applying this ointment to a creature's body causes it to glow with incredible sensitive.

Applying this gel to a creature's body requires a bonus action, and causes the applied area to glow with dim light out to a range of 5 ft for the next hour. For the duration of this effect, any stimulation applied to the glowing area is doubled.

Glyph of Pregnancy Warding
Wondrous item (Tattoo), Common

A relatively simple sigil imbued with just enough necromantic energy to prevent the natural creation of new life. While bearing this glyph, you gain the infertile condition, and can't become pregnant or impregnate another creature through traditional means. This tattoo does not protect against Non-Traditional Pregnancies or prevent strange tentacles from using you as an incubator.

Goblin's Gyromatic
Wondrous Item, Rare

This large mechanical device is a goblin invention of of questionable design, and has two slots to accept a variety of plugs, dildos, and other phallic attachments. When activated, it rocks, thrusts, and vibrates – more than replicating the motions of a living partner.

A gyromatic may be equipped with any phallic sexual implement, and while active, performs sexual acts on it's rider as if the equipped implements were wielded by a proficient user. The device has a proficiency bonus of 6, and a strength modifier of 5. If the gyromatic would roll less than 10 on a martial advance roll, it instead rolls a 10

Gender Fluid
Consumable (Potion), Uncommon

This strange alcoholic concoction swirls with every color of the rainbow, and while it may burn like gnomish whisky on the way down, it's unpredictable effects are what really make the night interesting.

Consuming this potion requires an action, and allows your body to shift through an entire spectrum of new experiences. When you drink this potion, roll 1d6, you become intoxicated for a number of hours equal to the result. While intoxicated in this way each time you roll 13 or higher on a d20, your sexual characteristics change at random. When this effect ends, you do not revert to your original form.

Gorgon's Bangle

Wondrous Item (bracelet), Rare (Requires Attunement)

A lifelike golden serpent coils around your wrist, it's emerald eyes sparkling with powerful magic. This bracelet holds a single charge, which resets each morning at dawn. As an action on their turn, an attuned creature may use this bracelet to cast the *Flesh to Stone* spell without expending spell slots or components.

Curse: This bracelet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you become unwilling to part with the bracelet, keeping it within reach at all times.

Each time you fail a climax saving throw, you become petrified for 1 hour, or until the condition is removed using a *greater restoration* spell, or similar effect While petrified in this way, you are fully aware of your surroundings, and gain stimulation as normal.

Gown of the Prefect Princess

Wondrous Item (Fine Clothes), Rare (Requires Attunement)

A dress designed to give the wearer the perfect bearing of a proper, patient princess, ripe to be kidnapped and auctioned off. While attuned to this Dress, your charisma score increases by 2, to a maximum of 20, and you gain proficiency in persuasion. If you are already proficient in persuasion, you instead add twice your proficiency bonus to persuasion checks.

Curse: This dress is cursed, and each time you put it on, make DC 18 dexterity saving throw. On a failure, you become attuned to the dress, and cannot remove it in any way, although it may still be repositioned or moved out of the way by others to allow easy access to your body.

While attuned to this dress spectral chains bind your ankles closely forcing a slow, proper pace; the corset tightens around your waist, ensuring a proper straight back and shapely figure; and the high collar holds your head raised and forward. You are hobbled, and your dexterity score is reduced by 2. You have disadvantage on perception checks, and checks made to resist or escape the grappled or restrained conditions.

Half-Djinn's Chains

Wondrous item (Bracelet), Uncommon

A series of 5 golden rings that jangle together in a melodic tone. They allow a creature to conjure up almost anything their heart might desire, in exchange for bondage to the bearer of the matching ring.

While attuned to this bracelet, you know the *Magehand, Minor Illusion, and Prestidigitation* cantrips, and may cast them using charisma as your spellcasting ability. Additionally, once between long rests, as an action on your turn, you may use this bracelet to cast the *Creation* spell, without expending spell slots or material components.

Curse: This bracelet is cursed, and wearing it extends the curse to you. While cursed in this way, you are unwilling to part with the bracelet and cannot remove it by any means. While wearing the bracelet, you become bound to and infatuated by the creature who holds the matching ring.

As bonus action while within 60 ft of you, the creature you are bound to may issue a one-word command and snap their fingers, causing you to obey the command as if affected by the *Command* spell.

Harkonen Slave Harness

Wondrous Item (slave harness), Rare (Requires Attunement)

A Brutally attractive harness made of Studded Behir Leather, and fit with an assortment of steel rings and fittings by which the wearer can be restrained.

This harness can be applied to a willing or incapacitated creature as an action, extending to them the following curse

Curse: This harness is cursed, and equipping it onto a creature causes the wearer to become magically attuned to it, extending the curse to them until the harness is removed. While cursed in this way, a creature is unable to remove the harness themselves, and Intimidation checks made against the creature automatically succeed

Additionally if a creature disobeys a direct command or order while wearing the harness, it must succeed on a DC 18 constitution saving throw, or take 1d8 lightning stimulation. If the creature giving the command also holds a leash or chain connected to the harness, the wearer has disadvantage on this saving throw.

Harlot's Beads
Wondrous item (Bracelet), common

A string of expensive enchanted beads meant to be worn or kept nearby during sex. So long as at least one of these beads maintains it's lustrous glow, the attuned creature is protected from the risk of unwanted pregnancy.

When a creature within 5 ft of the beads would be impregnated, the pregnancy instead fails, and one of the beads cracks and turns grey. When all beads have turned grey, the item ceases to function. A string contains 10 beads.

Harness of the Hydra
Wondrous Item (Strap-On harness), Common

A form-fitting harness made of sturdy Hydra leather. The harness has a single jewelled socket designed to hold a Dildo or Phallic Shaft, and is enchanted to make any toy attached to it feel like the wearer's own cock.

While wearing this harness, you treat any sexual implement attached to the harness as a natural implement, and experience any stimulation applied to the implements attached to it as if they were your own natural implements.

Additionally, each time you climax while wearing the harness, a new socket appears on the harness, complete with a mundane dildo. This dildo lasts until it is removed from the harness, or until your arousal reaches 0, at which point the additional sockets disappear.

Headband of Charisma
Wondrous Item (Headband), Uncommon (requires attunement)

This sparkling headband carries with it the grace and beauty of an alluring temptress.

While attuned to this headband, your charisma score increases by 2, up to a maximum of 22.

Curse: This headband is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the headband, keeping it within reach at all times.

While cursed by this headband, when given a command or instruction by a non-hostile creature, you reflexively respond with the words "yes sir/madame" and must succeed on DC 18 Charisma saving throw, or pursue the course of action to the best of your ability. Commands to stab yourself, throw yourself into acid, or do some other obviously harmful act have no effect. If you take damage from any source while performing this course of action, the effect ends.

Heels Of Crystal Grace
Wondrous Item (Shoes), uncommon

A pair of beautiful heels, seemingly carved from lustrous gemstone. While wearing these heels, you gain advantage on athletics and acrobatic checks made to run, jump, or climb.

Curse: These heels are cursed, and equipping them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the heels, wearing them whenever possible.

While cursed in this way, each step you take echoes with a resounding click that can be heard by all creatures within 120 ft. You automatically fail stealth checks made while moving.

Heels of Harming
Wondrous Item (Shoes), uncommon

This pair of deadly sharp stiletto heels. Can be used to slit throats with the same grace one might use impress a powerful queen of the fey. These heels count as pair of +1 magical daggers, with which you are considered proficient. While wearing these heels, you may use a bonus action on each of your turns to make an attack with both of these daggers, as if wielded in your off-hand.

Curse: These heels are cursed, and equipping them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the heels, wearing them whenever possible.

While cursed in this way, anytime you take the dash action on your turn, you take 1d4 peircing damage, as the phantom needles drive painfully into your own feet. This damage cannot be reduced in any way.

Hide of the Hungry Beast
Fetish Armor, Very Rare (Requires Attunement)

A scant collection of furs and animal hides designed to cover only your most sensitive bits. It provides little to no protection against the elements, but that's not exactly it's purpose.

While attuned to this armor, your passive perception becomes 24, and you gain advantage on perception checks and wisdom saving throws.

Curse: The first time you attune to this armor, you must succeed on a DC 18 constitution saving throw, or become afflicted with bestiathropy, and gain the *Mark of the Beast* racial background, as associated with the animal whose hide it is made from. Once attuned to the armor, a creature retains this curse even if the armor is removed or unattuned.

Hobbling Heels
Wondrous Item (Shoes), Common

A pair of delicate heels, each bearing cuff-like metal ring at the top. Once placed upon a creature, arcane locks click in place, binding the heels permanently in place until unlocked by the same creature who locked them. If you place the heels upon yourself, they instead become permanently locked until unlocked using a *Dispel Magic* spell or similar magic. While worn, an etherial chain of light binds the two rings together, and you become hobbled.

Hood of Anonymity
Wondrous Item (Leather Hood), Uncommon (Requires Attunement)

A supple hood of some unidentifiable black leather, which gives off a strong aura of shadow magic. It has no holes for eyes or mouth, nevertheless, you can see and breath normally while wearing it, although your voice is strangely muffled. While wearing this hood, you have advantage on stealth checks and checks made to remain unnoticed or unseen. Additionally, you learn the *Laundry Day* cantrip, and may cast it using charisma as your spellcasting ability

Curse: This hood is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the hood, wearing it whenever possible. While wearing this hood, you become hyperaroused, and are magically unrecognizable even to your closest friends, family, and allies.

Hose of the Fertile Field
Wondrous item (pantyhose), Uncommon

These gossamer pantyhose seem to be woven from the finest strands of living plant material, and never rip or tear. Wearing them blesses both you and the lands you visit with great fertility.

While wearing these hose, you know the spells *Fertile Ground* and *Plant Growth,* and may cast each of them once between long rests without expending a spell slot.

Curse: These pantyhose are cursed and equipping them extends the curse to you, As long as you remain cursed, the hose cannot be removed or unequipped by any means, although they may be visibly torn or sundered. Any such damage repairs itself each morning at dawn

While cursed in this way, you become hyperfertile, and pregnancies you carry result in twice the number of offspring.

Hummingbird Piercing
Wondrous Item (Body Piercing), Uncommon

These small iridescent studs are crafted from a rare Fairy alloy, and can be made to vibrate like the wings of a hummingbird. These piercing can be added to any natural implement to grant it a +1 enchantment bonus, this bonus is cumulative with other hummingbird piercings attatched to the same implement, up to a maximum of +3.

Curse: While wearing this piercing, your Inhibition Bonus is reduced by the number of such piercings you wearing, and you have disadvantage on concentration checks made to maintain spells that are not part of a sexual advance.

Hypnotic Hosiery
Wondrous item (Hosiery) uncommon (requires attunement)

These entrancing pantyhose seem to shimmer with an almost imperceptible aura of enchantment, drawing the eye and holding it long past the point of politeness,

Once between long rests, as an action on your turn, You may run your hands seductively along these pantyhose, casting the *Hypnotic Pattern* spell, centered on your legs, without expending a spell slot or material components. Charisma is your spellcasting ability for this spell. You must continue tracing your hands along your legs for the duration of the spell, or it's effect ends.

Immovable Phallus
Sexual implement (Phallic Shaft), Uncommon

Similar to an Immovable Rod, this ornate metal cock has a place for a key to be inserted at one end. As an action on your turn, you may insert and turn the key, Causing this shimmering metal phallus to lock to become magically fixed in place.

Until you or another creature uses an action to insert and turn the key in the other direction, the phallus does not move, even if it is defying gravity. The shaft can hold up to 8,000 pounds of weight. More weight causes the shaft to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed shaft up to 10 feet on a success.

Immovable Piercings
Wondrous Item (Piercing), Uncommon (requires attunement)

A set of deceptively mundane golden piercings, crafted to look like a pair of tiny locks. Once attuned to these piercings, you can place them on any creature of your choice. A new creature cannot attune to them until you end your attunement. As a bonus action on your turn, you may speak the word "lock" in draconic, Causing the piercings to become magically fixed in place.

Until you or another creature uses a bonus action to verbally unlock them, the piercings do not move, even if they are defying gravity. The two piercings can collectively hold up to 1,200 pounds of weight. More weight causes the piercings to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed piercings up to 10 feet on a success.

Impish Undergarments
Wondrous Item (Lingerie), Common

An infernally let of lingerie with matching horns and tail. Wearing the full set not only causes the horns and tail to temporarily become real, but also fills you with the burning heat of a feral Imp While wearing this lingerie, you gain access to the Control Flames and Firebolt cantrips. Charisma is the casting ability for these cantrips.

Curse: This lingerie is cursed and equipping it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While wearing the this lingerie, you gain the hyperaroused condition, and any creature you are currently touching must succeed on a dc 12 wisdom saving throw at the start of each of it's turns or gain 1d4 fire stimulation.

Incense of arousal
Consumable (Incense), Common

The musky scent of erotic pleasure drifts along the smoke of this potent incense. Lighting this incense fills a 10 foot cube with hazy smoke which lasts for up to an hour, or until dispersed by a gust of wind or similar effect. The area within this zone is lightly obscured, and creatures who enter or start their turn within this zone must succeed on a DC 18 constitution save at the start of each of their turns or become hyperaroused until the start of their next turn. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

Incense of Wisdom
Consumable (Incense), Common

The heady scent of this pungent incense can be easily picked out from rooms away, and brings with it a slew of interesting ideas. Lighting this incense fills a 10 foot cube with hazy smoke which lasts for up to an hour, or until dispersed by a gust of wind or similar effect. The area within this zone is lightly obscured, and creatures who enter or start their turn within this zone must succeed on a DC 18 constitution save at the start of each of their turns or have their Intelligence and wisdom scores reduced by 1, to a minimum of 6. This effect lasts for up to 1 hour, or until dispelled by way of a *Calm Emotions* spell, or similar magic.

Infernal Crop of Command
Sexual Implement (Riding Crop), Rare (Requires Attunement)

Crafted from boiled nightmare hide and infernal iron, this crop holds a fiery sting that encourages obedience even in the most disobedient slaves. All damage and stimulation dealt by this crop is dealt as fire stimulation or damage, instead of it's normal type.

This crop contains three charges, represented by a series of glowing infernal runes along it's hilt. As a reaction when making a sexual advance using this crop, you may expend a single charge to cast the *Command* Spell, targeting the same creature. Charisma is your spellcasting ability for this spell. The Crop regains a single charge each time an attack or martial advance made using the crop scores a critical hit.

Inkwell of Truth
Wondrous Item (Inkwell), Very Rare

This enchanted inkwell never runs dry, and can be used only to write the truth - but perhaps not in the way you would expect.

This ink may be used to alter a creature's body as if by the *Alter Self* or *Alter Genitals* spells, by writing descriptions of the desired features or changes upon the target's skin. These changes last until the ink is removed

Curse: This ink is cursed and permanently stains the skin of any creature who uses it. While cursed in this way, speaking an outright lie causes your hands to move on their own, making a martial advance against yourself.

When used to write on any surface other than skin, this magic ink will shift across the page to reveal the most intimate secrets and perversions of the author.

Insomniac's Dust
Consumable (Powder), Common

Inhaling this fine silvery powder causes almost instantaneous drowsiness and sleep.

As an action you may blow a puff of Insomniac's Dust into the face of a creature within 5 ft. The target must immediately succeed one a dc 18 constitution saving throw or become intoxicated for the next minute.

While intoxicated in this way, a creature must repeat the saving throw at the end of each of it's turns. If a creature fails three or more of these saving throws, it immediately falls unconscious, and remains so for the next hour, or until an ally uses an action to wake it up. Each pouch contains enough for a single use.

Instant tentacle Seeds
Consumable (Seeds?), Rare

These oily black seeds shimmer with an otherworld iridescence, and seem to squirm in your hand as if eager for the change to grow.

As an action, you may throw these seeds into puddle or water source, causing them to spring to life as per the *Black Tentacles* spell. When cast in this way, the spell does not require concentration, lasts for 10 minutes, and cannot be dispelled by *Dispel Magic* or similar spells. Any damage dealt by these tentacles is instead dealt as stimulation.

Jar of 1,000 Tongues
Fleshlight, uncommon

This unassuming clay pot is actually a portal deep into the far realm, where thousands of wet alien tongues wait eagerly to taste mortal flesh.

Holding the opening of this jar to the bare skin of a living creature causes a variety of wet tentacles to extend from the jar, attempting to pleasure whatever is in front of them. The creature must make on a DC 18 Dexterity or Strength saving throw, and can choose to fail this saving throw if it wishes. On a failure the target is grappled and takes 6d6 bludgeoning stimulation. On a success, the tentacles instead become frantic, and repeat this sexual advance against the nearest creature - usually the person holding the pot.

While grappled in this way, a creature takes 6d6 bludgeoning stimulation at the start of each of it's turns. A creature may repeat it's saving throw at the end of each of it's turns, ending the effect on a success. The tentacles continue to seek out targets for their sexual advances until they have brought at least one creature to climax, at which point, they recede peacefully into the jar.

Jealous Bed
Wondrous Item (Bed), Uncommon

A beautiful four-poster bed, fit for any noble or person of status. It's soft bedding and luxurious silk sheets make any other bed seem pitiful by comparison

Sleeping in this magnificent bed allows you to complete a long rest in half the time it would normally take you, so long as you begin your rest by masturbating or otherwise being brought to climax.

Curse: This bed is cursed, and sleeping in it extends the curse to you. As long as you remain cursed in this way, you find the idea of sleeping in any other bed to be loathsome, and will go out of your way to sleep in this bed whenever possible.

Each time you attempt to complete a long rest while not sleeping in this bed, roll 1d100. On a roll of 20 or lower, you gain no benefits from this rest. On a roll of 1, you are magically teleported to this bed upon awaking, regardless of the location you fell asleep. Only clothing and equipment worn while sleeping is teleported with you.

Jessalyn's Miraculous Cleanse-All
Consumable (Soap), Common

This magical soap can be used to remove nonmagical blemishes, scars, or tattoos from a creature's skin, no matter how permanent, or to clean nonmagical marks and stains from fabric or surfaces. Each bar is enough to fully cleanse a medium humanoid.

Jockstrap of Adornment
Wondrous Item (undergarment), Uncommon (Requires Attunement)

This tightly fitting leather undergarment covers only the barest of essentials, but enhances them considerably while worn. Much to the disappointment of any who remove them.

While wearing this undergarment, Your cock and ass both increase in size by one size category, and exude a powerful and intoxicating musk. Creatures who enter or start their turn within 5 ft of you must succeed on a DC 15 constitution saving throw, or become intoxicated until the end of their next turn

Curse: This lingerie is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While cursed in this way, the endowment of your ass and cock while not wearing this lingerie are reduced by 1 size category.

Jorogumo's Corset
Wondrous Item (Corset), Rare

The boning of this Elegant Cloaker-Hide corset is made from the chitinous exoskeleton of a phase-spider, and the inside is lined with the finest of silks.

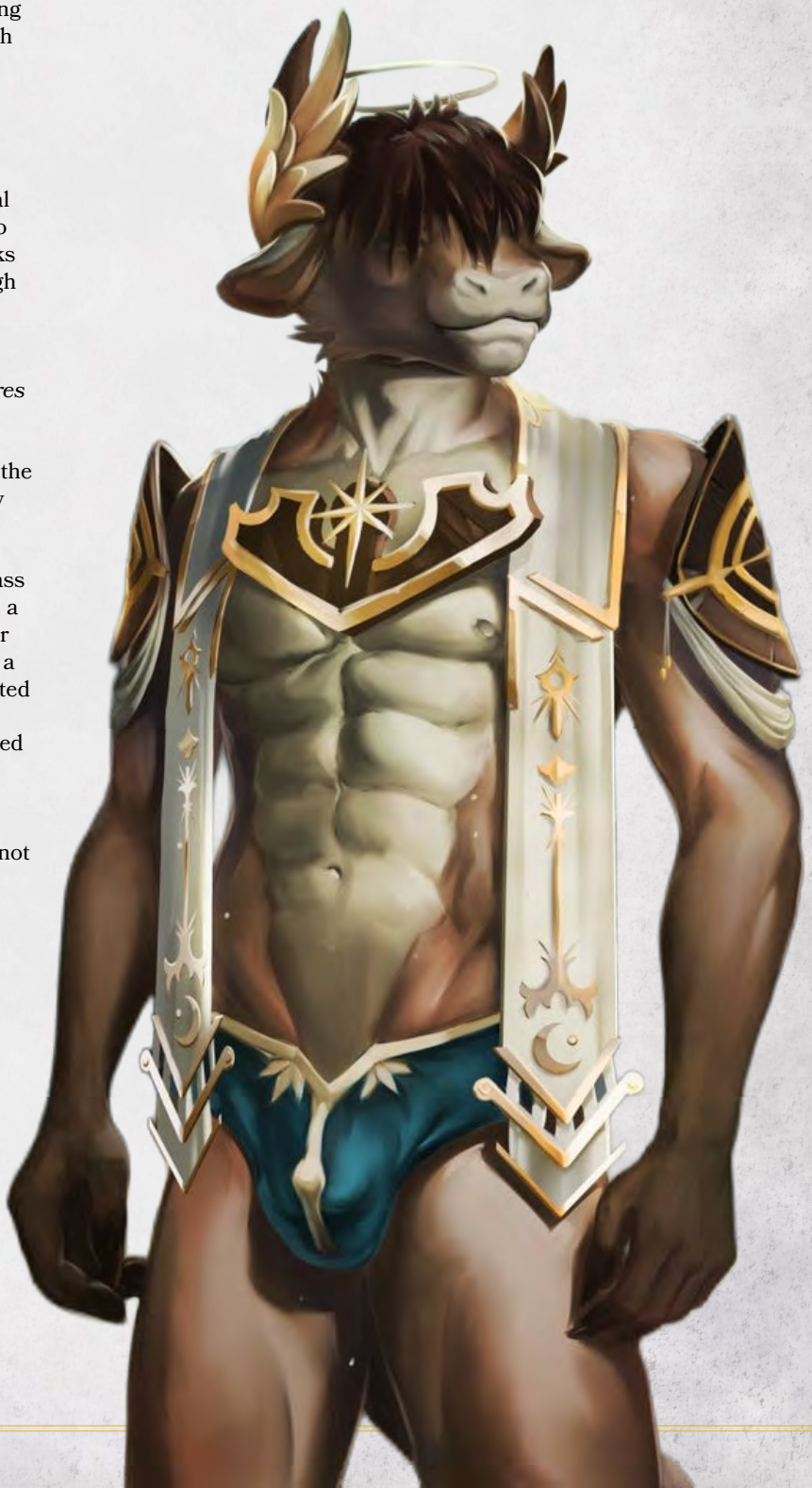
Corsets such as these are sought after by drider, centaurs, naga, and other monstrous creatures looking to disguise their inhuman forms. They also make for a very effective binder.

While wearing this corset, you may displace as much or as little of your physical form as you choose into an astral demi-plane, similar to that of a bag of holding. When you do so, you may also create an illusory glamour around yourself, disguising the missing portions of your body in any way you see fit.

Kidnapper's Trunk
Wondrous Item (Chest), Very Rare

This otherwise unassuming chest is large enough to easily (if not quite comfortably) fit a medium humanoid inside, and is outfitted with an array of enchantments to ensure the creature within can remain there for as long as necessary without drawing attention.

A creature sealed within this chest is awake and aware of it's surroundings, but otherwise falls into a state of suspended animation for as long as the chest remains sealed. The creature does not need to eat, breath, or perform other bodily functions, but still experiences sensations such as stimulation or pain as normal. While within this chest, a creature is encased and denied, and cannot be targeted by divination magic or perceived through magical sensors. Sounds or other vibrations originating within the chest cannot be perceived from outside the chest.



Kraken's Cock-ring
Wondrous Item (Cock-ring), Rare (Requires Attunement)

An imposing ring of dark blue obsidian, carved into the likeness of several entwined tentacles, this ornament seems to echo with the ancient power of the deeps

While attuned to this cock-ring, your may us a bonus action on your turn to transform your cock into a tentacle, or back again This tentacle serves as a +1 sexual implement, and may be used to make or maintain a grapple check as a bonus action on your turn.

Curse: This cock-ring is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you.

Each time you make a climax saving throw while transformed by this wring, the tentacle splits, creating an identical duplicate of itself, up to a maximum of 8 tentacles. These tentacles have a mind of their own and act on your initiative order, attempting to grapple or make a sexual advance against a random creature within their reach, including you. Each tentacle may grapple only a single creature at a time.

Liar's Leggings
Wondrous item (tights/pantyhose), Uncommon

These dark silk tights weave an subtle web of believability to your deceptions, but ignite like blackened coal when those deceptions fail.

While wearing these hose, you have advantage on deception checks and saving throws made to hide or conceal information.

Curse: These tights are cursed and becoming attuned to them extends the curse to you, As long as you remain cursed, you are unwilling to part with the tights, keeping them within reach at all times.

While wearing these tights, anytime you fail a deception check or saving throw made to hide or conceal information, the tights instantly burst into flames. While on fire, the tights dealing 1d4 fire damage to you each round. The flames burn until you or an ally use an action to quench or pat them out.

Lips of Gilded Glibness
Wondrous Item (Lipstick), Uncommon

This golden lipstick carries with it an air of wealth and power, and the bottle seems to never run dry, so long as your funds remain plentiful. While wearing this lipstick, you have advantage on checks made to haggle or set the price of goods or services.

Curse: This lipstick is cursed, and consumes 1d100 gold from your purse or coin-purse each time it is applied. If this would reduce your current wealth below 100gp, or you have less than 100gp in wealth when attempting to apply the lipstick, the bottle runs dry, and this item loses it's magical properties.

Living Lingerie
Wondrous Item (Lingerie), Rare (Requires Attunement)

A lesser cousin to common mimic, these seemingly silken undergarments are much more than they appear, with an inner lining of hungry cilia and taste for the wetness of arousal.

While wearing this lingerie, you may cast the *Detect Thoughts* spell once between long rests without expending a spell slot or material components. Intelligence is the casting ability used for this spell

Curse: This lingerie is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and are unwilling to part with the lingerie, keeping it within reach at all times. While attuned to the lingerie, You are subjected to the creature's telepathic commands and suggestions as per the infatuated condition.

Lotion of Enlargement
Consumable (Ointment), Common

This soothing lotion promises to increase your size and pleasure, guaranteed!

Applying this cream to a creature's natural implement deals 2d4 acid stimulation, and increases the size category of the implement by one for the next 2 hours. While affected in this way, the implement gains the reciprocal property, and the target gains vulnerability to all stimulation dealt to this implement, including stimulation dealt by the reciprocal property. Each jar contains enough for three applications.

Lotion of Soothing
Consumable (Ointment), Common

Applying this cream to a creature's erogenous zones requires an action, and grants it 4d4+2 soothing, or 2d4+2 numbing, if it's current arousal is already 0. Each jar contains enough for three applications

Love Potion No 69.
Consumable (Potion), Rare

This ornate, heart-shaped flask contains enough glowing liquid for two people, and allows two parties to share their sensations of pleasure for a limited Time. Multiple flasks may be combined together to experience its effect with more partners.

This potion must be consumed by two or more creatures at the same time, and requires a separate action for each creature. For one hour after consuming this potion, all stimulation applied to any of these creatures is split evenly among all other creatures who consumed the same potion.

Lover's Lipstick
Consumable (Lipstick), Common

A beautiful shade of crimson red, this lipstick truly brings out the passion of a loving relationship. While wearing this lipstick, you have advantage sexual advances made towards any willing partner you are currently in a romantic relationship with. Each jar contains enough for three applications

Lover's Passion
Magic Implement (Dildo), Rare (requires attunement)

This item appears to be a fine ivory dildo, intricately carved to resemble a hyperrealistic cock. If the cock is instead inserted into your pussy, the it locks firmly in place and cannot be removed without your permission. While inserted in this way, the hilt extends a glowing phallus of pure magic from it's other end which you may use as if it were your own cock. When summoned, this cock is sized appropriately for your body and deals force stimulation in place of bludgeoning stimulation, for every 10 stimulation you gain while the cock is summoned, it's endowment increases by one.

Alternatively, While grasping the dildo as if it were the hilt of a weapon, you can use a bonus action to cause a blade of glowing sexual radiance to extend from it, or to make the blade vanish into nothingness. While the blade exists, this item functions as a weapon with the light and finesse properties. When summoned, weapon's blade is roughly 6 inches long, and deals the same stimulation it would if you had summoned the cock. The blade of this weapon grows by 6 inches anytime the endowment of the cock would increase, causing it's stimulation to increase by 1d4 anytime the cock would increase in size category.

Lustful Bedroll
Wondrous Item (Bedroll), Very Rare

This otherworldly comfortable bedroll ensures that you always get a good night's sleep - at a price, of course.

Sleeping in this strangely alluring bedroll during a long rest allows you to complete a long rest in half the time it would normally take you.

Curse: This Bedroll is actually a living creature from the deep reaches of the far realm, and using it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and are unwilling to part with the bedroll, keeping it within reach at all times.

While sleeping within this bedroll, you are unconscious and unaware of your surroundings, regardless of any racial traits or class features. You cannot be woken from this state until you have slept at least 4 hours within the bedroll, during which time you are encased and engulfed within the bedroll while it gropes and molests you, bringing you to repeated climax.

While Attuned this bedroll, You are subjected to the creature's telepathic commands and suggestions as per the infatuated condition. Each time you complete a long rest using this bedroll, roll a 1d20. On a result of 1, your Inhibition Bonus is permanently reduced by 1

Maidservant's Cube
Wondrous Item, common

A friendly little slime about the size of a human fist, this lesser cousin of the gelatinous cube enjoys nothing more than squiggling it's way around the room, eating up dirt, dust and other everyday messes to leave your home (and body, if you allow it) spotlessly clean. They are prized by homemakers for a variety of additional reasons as well.

The cube cleans roughly 120 square feet of area an hour, allowing it to easily clean it's owner or one of their companions of dirt and grime in a little less than 10 minutes.

A housekeeper's cube may be used to "clean" a willing creature, applying 1d10 acid stimulation each round, until removed from the creature's skin as a bonus action.

Manacles of Binding
Wondrous Item (Manacles), uncommon

A sturdy pair of Dwarf-Forged manacles, with fine golden inlay and padded with soft rabbit leather.

When touched together, a spectral chain connects the two cuffs, and can be similarly attached to any solid object or mounting point, despite having no mass of its own. The chain can be as short as 6 inches, or as long as 6 ft, and is resistant to all forms of non-magical damage. It is always exactly as long as it needs to be for its current application - no more and no less.

To deactivate the spectral chains, the creature who applied the manacles must purposefully touch them back together and say the words "you are free, my friend" in Dwarvish.

Mark of Kinaidos
Wondrous item (Tattoo), Very rare

This ancient glyph, drawn from ancient stone tablets of classical magic, emboldens a creature with nimbleness and flexibility. At the cost of more... Masculine attributes While bearing this glyph, your dexterity score increases by 2, and your base movement speed increases by 10 ft.

Curse: While bearing this rune, your strength score is reduced by 2, and the size of your cock becomes tiny. Additionally, you become sexually submissive to any creature with a cock larger than your own.

Mark of Ownership
Wondrous Item (Tattoo), Uncommon

An Owner's Mark is a tattoo of enchanted script encircling the neck like a collar, complete with the name or brand of the chosen "Owner".

When this tattoo is applied, you choose one creature whom you trust to be your "Owner". Until removed by way of "Dispel Magic" or similar magic, your designated Owner may cast "Locate Creature" on you without expending a spell slot, and can sense when you take damage or are in immediate danger.

Mark of Phallic Penetration
Wondrous item (Tattoo), Uncommon

A glyph of subtle transmutation magic which wraps around the base of the cock, this magic tattoo allows for some... Interesting intercourse.

While marked by this tattoo your cock increases in size category by one, and may be treated as an yonic implement by phallic implements with a size category equal to or less than it's own. When used in this way, your cock deals bludgeoning stimulation in place of piercing.

Mark of the Scorekeeper
Wondrous item (Tattoo), common

This magical tattoo usually takes the form of an ornate frame or plaque, within which a number is displayed in stylized fonts or hash-marks. A mark of the scorekeeper can be used to magically display a variety of personal statistics ranging from number of sexual partners to current hit points or arousal score.

When this mark is applied, you may choose up to three statistics for the tattoo to track. The tattoo can display only one of these statistics at a time, and you can change which of these statistics are displayed each time you complete a long rest. The value displayed by this tattoo is always accurate.

Mark of the Succubus
Wondrous item (Tattoo), Rare (requires attunement)

An erotic crest designed to mimic the regenerative power of an infernal seducer, but without the debilitating hunger. While attuned to this tattoo, each time a partner climaxes inside of you, that creature must expend a number of Hit Dice equal to your proficiency bonus (or it's maximum number of hit dice, whichever is lower). For each Hit Die spent in this way, the creature rolls the die and adds it's Constitution modifier to it. You regain hit points equal to the result.

Curse: This tattoo bears some of the same cursed magic that afflicts it's namesake, and becoming attuned to it passes that curse onto you. While cursed in this way, you treat sex as a Vice with a Base Addiction DC of 13.

Mark of the Virgin Mother
Wondrous Item (Tattoo), Rare

Also called the "Sow's Mark", or the "Mark of Male Fertility", this arcane tattoo is a womb-tattoo in the most literal sense - generally consisting of some artistic representation of the female reproductive system.

While marked by this tattoo, you can be impregnated using any orifice, rather than just vaginal intercourse. This impregnation is treated as a traditional pregnancy, and carried to term as would be expected for your race. If you have no womb, this sigil magically creates one; although spells, curses, and mundane contraceptives may still be used to prevent pregnancy.

Mark of the Wombkeeper
Wondrous item (Tattoo), uncommon

This arcane sigil is worn with pride by the warmothers of the southern tribes, and instils a potent vitality upon the bearer that ensures they need never be without child. A living creature bearing this mark is hyperfertile, and it's pregnancies cannot be terminated by nonmagical means. These effect apply even to creatures who could not normally bear children, such as males or formerly infertile women.

Mascara of Ruin
Wondrous Item (Mascara), Very Rare

This cursed mascara is said to be bottled from the tears of a fallen angel, and forever runs in oily smears down the face of the wearer. While wearing this mascara, you gain proficiency in religion, if you do not have it. If you are already proficient in religion, you instead add twice your proficiency bonus to religion checks made to recall relevant information.

In addition, you learn the *Thaumaturgy* Cantrip, and the *Destructive Wave* Spell. You may cast this spell once without expending a spell slot, after which you must spend 8 hours in supplication and deep reflection before you may do so again. Time spent in this manner cannot be counted towards a long or short rest. Charisma is your spellcasting ability for this spell.

Curse: This mascara is cursed and applying it to yourself extends the curse to you. While cursed in this way, tears constantly stream from your eyes, and the mascara cannot be removed by any means. Additional, any time you would make a climax saving throw, you are instead affected as if by the *Ruin Orgasm* cantrip.

Mask of the Master Doll
Wondrous Item (Mask), Legendary Artifact (Requires Attunement)

This shattered mask of white and blue porcelain has been welded back together with fine seams of gold. Eerie, yet beautiful, it's hollow eyes glow with a soft golden light, and sense of deep arcane power

While attuned to this mask, constructs treat you as one of their own, and willingly obey your commands. As an action on your turn, you may issue a single, short command (no more than a sentence or two) to a construct within 60 ft that can hear you. The target must succeed make a wisdom saving throw with a DC equal to 8 + your charisma modifier + your proficiency bonus. On a failed save, it pursues the course of action you commanded to the best of its ability, for up to 10 minute, or until it takes damage from any source. Commanding the target to stab itself, throw itself into acid, or do some other obviously harmful act ends the effect automatically.

Curse: This mask is cursed and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the mask and cannot remove it by any means. While attuned to the mask, each time you climax, the gold and porcelain of the mask extends further along your body, giving you the same doll-like appearance of the mask itself.

Upon gaining 1 or more levels of overstimulation, You transform completely, and you gain the Servitor racial template. This transformation lasts for a number of weeks equal to the level of overstimulation you experience, and gaining new levels of overstimulation while transformed in this way extends the duration similarly. If you remain transformed for 6 weeks or more, the transformation becomes permanent and cannot be reversed by any means short of a *Wish* spell.

While transformed in this way, when given a command or instruction by a non-hostile creature, you must succeed on DC 18 wisdom saving throw, or pursue the course of action commanded to the best of your ability. Commands to stab yourself, throw yourself into acid, or do some other obviously harmful act have no effect. If you take damage from any source while performing this course of action, you may repeat this saving throw, ending the effect on a success.

Mask of Transformations
Wondrous item (Mask), legendary (requires attunement)

The Masks of Transformation are powerful artifacts, each bearing the visage of a different race or people. Imbued with the imprisoned souls of those they depict, these gruesome masks hold the power to transform those who wear them forever.

Curse: This mask is cursed, and Attuning to it extends the curse to you. While cursed in this way, the mask permanently merges with your form, and your race becomes that of the race or individual depicted by the mask. Once transformed in this way, your attunement to the mask ends, and a new mask of transformations is created, bearing the visage of your original form. So long as you remain cursed in this way, you cannot return to your original form, and your soul remains trapped within the new mask. Attempting to attune to the mask bearing your original visage instead causes you to take 12d12 psychic damage, and erases one year of your memory for each point of damage taken.

A mask of transformations may be removed, and it's curse broken, only by way of a *wish* spell or similar magic. If anther creature has already attuned to the mask bearing your original soul and visage, that creature must be present for the curse to be broken.

Masochists's Heels
Wondrous Item (Shoes), uncommon

These painful shoes are worn only by the most pious adherents to the order of penance, allowing them to walk with effortless poise in the steps of their martyr. While Wearing these heels, you are immune to the prone condition, and ignore all forms of difficult terrain. Additionally, the distance you can move when taking the dash action is doubled.

Curse: These heels are cursed, and equipping to them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the heels, wearing them whenever possible.

While wearing the heels, anytime you take the dash action on your turn, you take 1d6 piercing damage and 1d6 stimulation, as the heels drive painfully into your own feet. Neither this damage or stimulation can be reduced in any way.

Miracle Milk
Consumable (Milk), Common

A bottle of seemingly ordinary milk, recognizable only by the faint hint of magical glow it produces in complete darkness. It is described as universally delicious, and slightly sweet, even by creatures who don't usually enjoy the taste of milk. Drinking a Bottle of Miracle milk requires an action, and causes the endowment of a creature's breasts to increase by one, or causes the creature to develop tiny breasts if it does not already have them.

Curse: This milk is cursed, and drinking more than a single bottle within 24 hours extends the curse to you. While cursed in this way, you become addicted to drinking miracle milk as if it were a vice, refusing to drink any other liquid. The addiction save DC for this vice is 12. Additionally, you begin lactating Miracle Milk, producing enough to fill 1d4 bottles a day when milked. If you are not milked at least once every 8 hours, The curse grows in severity, causing one of the following effects.

- You become docile and eager to please. You have disadvantage on persuasion checks.
- You become suggestible and easily controlled. You have disadvantage on saving throws against the charmed and infatuated conditions.
- You gain vulnerability to all stimulation dealt to your breasts, including stimulation dealt by the reciprocal property.
- Your Intelegence Score is permanently reduced by 1.

This curse lasts until you are no longer addicted to drinking Miracle Milk.

Mirror of Bondage
Wondrous Item (Mirror), Rare

This ornate floor-length mirror is far more than it seems, and Gazing into it reveals the devious nature of it's enchantment.

A creature who looks into this mirror must make a DC 21 dexterity saving throw. On a failed save the target is affected as if by the *Spectral Stockade* spell, and the mirror casts the *Magecock* spell at 5th level, targeting the same creature with direct sexual advances for the duration of the spell, or until the spells are dismissed by speaking the command word inscribed on the back of the mirror. The Mirror's spellcasting ability modifier is +6. On a successful save, a creature is immune to the effects of the mirror for the next 24 hours.

Mirror of Masculinity
Wondrous Item (Mirror), Uncommon

Looking into this small square handmirror temporarily causes your appearance to become far more masculine in nature. As an action on your turn, you may observe your full reflection in the mirror, causing you to transform into your masculine counterpart for the next 12 hours. While transformed in this way, all feminine traits, such as breasts, pussy, musculature, hairstyle, and clothing to be replaced by their masculine equivalent. Additionally, your strength and dexterity scores are swapped.

Mirror of the True Self

+1 arcane focus, Rare (Requires Attunement by a spellcaster)

The frame of this silver hand-mirror is embellished with all manner of provocative reliefs, and it's ivory handle is carved into the erotic form of a woman writhing in the pleasures of orgasm. To it's wielder, and only it's wielder, the mirror reflects their innermost self with a perverse, yet seductive, beauty.

While attuned to this mirror, you know the following spells, and may cast them each once at their lowest level, after which you must complete a short rest before you may do so again: *Alter Self*, *Detect Thoughts*, *Shatter*, *Counterspell*, and *Mirror Image*. Charisma is tour spellcasting ability for these spells, if you do not have a spellcasting ability already.

Curse: This mirror is cursed, and each time you look into it, you must succeed on a DC 18 Wisdom saving throw or become permanently attuned to the mirror, as the curse extends to you. While cursed in this way, you become infatuated by your own reflection within the mirror, which appears to you as a perverse and erotic form most opposite to your original nature. So long as you remain cursed in this way, you are unable to part with the mirror, and your idle thoughts become fixated upon your cursed reflection, even when not looking in the mirror.

While looking into the mirror, your cursed reflection speaks to you, encouraging you to become more like it. Each time you use this tome to cast one of it's granted spells, you must roll a d20. On a roll of 1, you transform in one of the following ways, becoming more like your cursed reflection (as applicable):

- Your voice or speech changes in tone or nature.
- Your clothing or armor transforms to resemble that of your cursed reflection, if you are wearing armor, it becomes fetish armor.
- Your preferred sexual role changes by one degree (such as from dominant to switch, or switch to submissive).
- The endowment of one of your sexual implements increases or decreases by one, to better reflect your cursed reflection.
- Your sexual alignment shifts closer to that of your cursed reflection (such as from strait to bisexual, or pansexual to gay).
- Your gender identity shifts closer to that of your cursed reflection (such as from male to questioning, or non-bianary to female).
- You gain one kink or fetish displayed by your reflection.
- Your alignment changes by one degree (such as from lawful good to neutral good, or chaotic neutral to chaotic evil)

These changes are permanent, and continue to occur until you perfectly match your cursed reflection, at which point your attunement to the mirror ends. While you are attuned to the mirror no other creature may become attuned to it.

Mistwoven Rope

Wondrous Item (Rope), common.

This ethereal rope is woven from the mists of the feywild, and cannot be broken or cut except by a silvered weapon. A creature bound or restrained by this rope remains in whatever form it holds for as long as it remains bound, even if the spell or magic which transformed it would end.

Musk of Masculinity

Consumable (cologne), Rare

A thick woody scent bottled from the feywild, this musky cologne is as much glamour as any spell. Applying this cologne requires an action, and each bottle contains only enough for 3 uses. For one hour after applying this perfume, your appearance becomes noticeably more masculine, and the endowment of your cock, if you have one increases by 2.

While affected in this way, you are considered under the effects of the *Primal Musk* spell.. Once before this effect ends, you may use an action on your turn to waft this musk into the air, casting the *Pheramone Bloom* spell at it's lowest level. The Spell extends for it's full duration, and does not require concentration. The spell save DC for these spells is 18

Muzzle of The Happy Housepet
Wondrous Item (Mask), Uncommon

This leather mask resembles the muzzle of a dog, and radiates a happy, docile energy. While wearing this mask, you gain immunity to the frightened condition, and are always considered to be under the effect of the *speak with animals* spell.

Curse: This mask is cursed and equipping it extends the curse to you, As long as you remain cursed, you are unwilling to part with the mask, keeping it within reach at all times.

While wearing the muzzle, you become infatuated by any creature who offers you praise or affection. This effect lasts until you are offered praise or affection by a new creature, at which point the new creature becomes the target of your infatuation.

Needled Maiden
Wondrous Item (???), Variable Rarity

A series of tubes and diaphragms connects each of the hundreds of needles inside this strange device to an alchemical tank, Which seems to process pure arousal into healing. A creature held inside this device is encased and regains a number of hit points each round as shown on the table below:

Rarity	Hit points restored
Common	*1d4*
Uncommon	*2d4*
Rare	*4d4*
Very Rare	*8d4*

Curse: A creature held within this device is both paralysed and hyperaroused. Hitpoints regained using this device are subtracted from the creature's hit point maximum until it completes a long rest.

The Nekomnomicon
+2 Tome, Very Rare (Requires Attunement by a spellcaster)

This pristine black spellbook is styled after the trappings of a french maid, and bears a large cat's-eye gemstone on its cover. Within it are contained a myriad of delicious and magical recipes

While attuned to this spellbook, you add the following spells to your spell list, and always have them prepared: *Spike Food and Drink*, *Purify Food and Drink*, *Lustful Treat*, *Create Food and Water*, and *Hero's Feast*.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the tome, keeping it within reach at all times. Each time you use this tome to cast one of it's granted spells, you must roll a d20. On a roll of 1, you gain one of the following traits:

- You grow a pair of cat ears which are highly sensitive to touch.
- You grow a feline tail, which functions as an erogenous zone.
- Your hands and feet become paw-like, giving you disadvantage on slight of hand checks
- Your eyes become catlike, granting you darkvision out to a range of 60 ft.
- You grow a set of feline whiskers
- Your voice becomes feminine and adorable

If you roll a 1 and already have each of these traits, Your speech becomes obnoxiously cute and childish, and you cannot speak without making cat-related puns or ending your sentences with meows or other stereotypical feline noises.

Paddle of Phantasmal Pain
Sexual Implement (Paddle), Common (Requires Attunement)

This wooden paddle is hewn from a wood so dark in color it might be mistaken as obsidian from afar. A large, faintly glowing emerald is set into the hilt, and phantasmal spikes extend from it while held. Upon it's length the phrase "Only the dead are ever truly penitent" is inscribed in a dark elvish script.

Martial Advances made using this paddle deal necrotic stimulation instead of their normal damage type. Additionally, when an you succeed on an attack or sexual advance using this paddle, all attack and stimulation roles against the same target are made at advantage until end of the creature's next turn.

Paddle of Standing
Sexual Implement (Paddle), Uncommon

An otherwise ordinary paddle crafted from rare bloodwood, and carved with the Orcish word for pain on one side, and pleasure on the other. It delivers exactly what it promises

When you use this paddle to deal stimulation to a creature, the target must succeed on a DC 17 constitution saving throw, or take damage equal to the same amount, and be unable to sit down for 1d4 hours.

Pavlovian Bell
Wondrous Item (bell), Uncommon (Requires Attunement)

A seemingly ordinary golden bell. The only indication it may be magical is a faint inscription that reads "Salivation experiment 369" in Gnomish.

While attuned to this bell, you may use an bonus action on your turn to ring it, forcing all creatures within 30 ft that can hear it to make a DC 15 wisdom saving throw. On a failed save, a creature becomes hyperaroused for the next minute, and begins salivating heavily, increasing the stimulation dice of their mouth and tongue from 1d6 to 1d8 for the duration.

On a successful save, a creature experiences a sudden craving for raw meat.

Pearls of Arcane Reserve
Sexual Implement (Pleasure Beads), Legendary (requires attunement by a spellcaster)

Supposedly crafted by the arcane Goddess Hecate to empower her most loyal worshippers. This silver chain contains 9 crystal beads of progressively larger sizes, each inscribed with an arcane glyph that glows when filled with sufficient magic.

As part of a short or long rest, you may imbue one of the gemstone beads with a spell of a level you may cast. To do so, you cast the spell while holding the bead. The spell is stored in the gem instead of having any effect. Each of the 9 gemstones can store a single spell, but no more than one spell of each level can be stored in the beads.

As a bonus action on their turn, you or a creature within 5ft of you may remove one of the beads from inside you, allowing you to cast one of the spells stored within as a reaction. When the beads are removed in this way, you must succeed on an constitution saving throw against your own spell save DC, or gain 1d10 force stimulation for each level of the spell you cast.

It is unclear if the erotic use of these beads was intended by the Goddess, or if their nature was warped by the lustful desires of those they were gifted to.

Pearl of The Petulant Princess
Sexual Implement (Plug), Rare

A round, pearlescent plug with an enormous gemstone sparkling at its base. While it may not look like much, this implement was created as a means of controlling unruly maidens. It hardly had the Intended effect.

Sexual advances made using this plug gain a +1 bonus to Sexual Advance and Stimulation Rolls.

Curse: This Plug is cursed, and inserting it into a creature forces them to make a DC 17 constitution saving throw. On a failure, target becomes subject to this curse. While cursed in this way, a creature experiences a jolt of 1d4 lightning stimulation each time they wilfully disobey or verbally disrespect an authority figure.

Pendant of Mesmerism
Wondrous item (necklace) Very Rare

This crystal pendant seems to shimmer with an ever-changing array of colors and hues, which make it increasingly difficult to look away the longer you stare.

Once between long rests, as an action on your turn, you may use this pendant to cast the *Hypnotic Pattern* spell without expending a spell slot. Charisma is your spellcasting ability for this spell.

A creature who fails it's saving throw against this spell becomes infatuated for the duration of the spell. The spell ends for a creature if the pendant leave it's line of sight.

The Penetrater
+2 Dagger, Rare

An interesting dagger who's hilt is made to resemble a cock and balls. It holds a surprising secret that can bring as much pleasure as it can pain.
As a bonus action on your turn, you may speak a command word to transform the blade of this dagger into +2 dildo (oversized). Speaking the command word again reverses the transformation.

If the dagger is transformed from a dagger into a dildo while currently inside a creature, the target immediately takes 5d6 force damage, and the dagger cannot be transformed again for 24 hours. Reversing the transformation while the dagger is inside a creature does not cause this effect.

Pherodrake Whip
Weapon (Whip), Uncommon (Requires Attunement)

This bullwhip is woven out of strands of drake-leather treated with a powerful aphrodisiac, and is tipped with a metal barb reminiscent of a drake's stinging tail. Despite it's fierce appearance, it's painful sting has an uncanny ability to leave it's victim wanting more

When you hit with an attack using this whip, you may use your reaction to force the target to make a DC 16 constitution saving throw. On a failure, the target becomes intoxicated until the start of your next turn, and gains poison stimulation equal to the damage dealt.

While intoxicated in this way, a creature gains poison stimulation equal to any damage dealt to it by a melee weapon attack.

Piercings of Detection
Wondrous item (piercing), common

These elvish piercings warn you of danger by vibrating and glowing brightly in the presence of certain creatures. Each piercing of detection is enchanted to detect a different type of creature, such as goblins, fiends, fey, or dragons, among others. While wearing the piercings, you have advantage on initiative rolls when entering combat with these creatures, and cannot be surprised by creatures of the chosen type. The piercings magically awaken you with an intense vibration if any of you are sleeping naturally when combat begins with creatures.

The intensity of glow and vibration produced by these piercings correlates to the distance and number of detected creatures. At their most brilliant, the piercings glow bright enough to be seen through most clothing, but can still be concealed by a layer of thin leather.

Piercing of Penetration
Wondrous Item (Piercings), Uncommon

This pearlescent piercing glisten with wetness as if dripping with slick arousal, and makes for particularly interesting forms of penetration.

While you are attuned to this piercing, equipping it anywhere on your body causes that body part to become a penetrable orifice as per the *Fantastic Fuckhole* spell. If this piercing is equipped to your ear, the ear instead can be penetrated as per the *Brutal Brainfuck* spell, however all effects of this spell immediately end if the earring is removed, regardless of their normal duration or requirements of removal.

Piercings of Shared Sensation
Wondrous Item (Piercings), Very Rare

A set of silver piercings made to resemble lovers embracing. One is crafted of the finest silver, the other of exquisite white gold. Some sets even include additional piercings in platinum, rose gold, and even titanium.

These piercings come in a set, and must be worn by at least two creatures. While worn, any conditions or effects applied to at least one wearer are also applied to all other wearers of the same set, and all damage or stimulation dealt to any wearer is split evenly between all wearers of the same set. Each wearer makes saving throws against these effects separately, ending the effect for themselves on a success.

Pixiedust Plug
Sexual Implement (Small Plug), Rare (Requires Attunement)

This small plug appears to be made of glass, and is filled with iridescent glittering pixie-dust.

While attuned to this plug, you learn the *Faerie Fire, Enlarge/Reduce,* and *Fly* spells, and may cast them once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible. While cursed in this way, your size category is reduced by 1, to a minimum of tiny, and you float roughly 2ft off the ground at all times, giggling hopelessly at the strangest things.

Pixie Saddle
Wondrous Item (Belly Harness), Rare

This seemingly mundane harness holds a special trick, which is often used to great and humorous effect by the small folk of the forest.

While mounted using this harness, a rider may use an action on its turn to swap places, and size categories, with it's mount. Both creatures change size as per the *enlarge/reduce* spell even if the change in size would require multiple castings. This effect lasts until the attuned creature removes the harness.

Plate of the Martyr
Armor (Plate), Legendary (Requires Attunement)

A set of battle worn plate-mail that doesn't look like it should ever have been worn into battle. Clearly designed to accentuate the body's curves more than protect against harm, this suit of armor leaves more skin exposed than metal. Somehow it is still capable of a unique sort of protection.

As a bonus action on your turn, you may specify a single creature that you can see can see, and declare that creature under your protection. For the next minute, whenever your chosen creature is targeted by an attack or spell, you use your reaction to shield them from the effects.

If you do so, you become the target of the spell or attack instead, regardless of the normal range of the spell or attack. Any damage dealt to you in this way is instead treated as stimulation of the same type.

Plug of Draconic Resistance
Sexual Implement (Plug), Rare (Requires Attunement)

An enormous plug carved to resemble the egg of a dragon, these intimidating toys may just hold the secret of a dragon's elemental resistance.

While wearing this plug, you gain resistance to one of the following damage types, based on the color of the plug: Red (fire), Black (acid), Green (poison), Blue (lightning), or White (cold).

Curse: Whenever you take damage of the type associated with the plug's color, you gain stimulation of the same type equal to the same amount.

Plug of Revealing
Sexual Implement (Plug), Rare

The crystal of this modest plug is exceptionally clear and expertly polished. It's unique enchantment excels at revealing that which is hidden.

While attuned to this plug, you learn the *Detect Magic, Identify,* and *See Invisibility* spells, and may cast them once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and wearing it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible. While cursed in this way, creatures within 30ft of you automatically become aware of any kinks, fetishes, and sexual desires you poses - weather or not they want to.

Plug of Eager Obedience
Wondrous item (Plug), Very Rare (requires attunement)

A beautiful plug carved from fine aetherian amethyst, and marked by glyphs of enchanted spellwork

While attuned to this plug, you learn the *Command, Suggestion,* and *Geas* spells, and may cast them each once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible.

While cursed in this way, each time a creature succeeds on a saving throw against one of the spells granted by this plug, it may use its reaction to cast the same spell using you as the target. If it does so, it uses your charisma as the spellcasting ability for this spell.

Plug of Enthralling Charisma
Sexual Implement (Plug), Very Rare (Requires Attunement)

This crystalline plug contains a swirling vortex within its facets that draws you deeper and deeper.

While wearing this plug, you may use an action on your turn to cast the *enthrall* or *Charm Person* spells without expending spell slots or material components. Charisma is the spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, and wear it whenever possible.

You gain the denied condition whenever you are not wearing it. Each time you climax while wearing this plug, your intelligence and wisdom scores are both reduced by 1, to a minimum of 8, and your charisma score increases by 2, up to a maximum of 20.

Poppet of Arousal
Wondrous Item (doll), Rare (Requires Attunement)*

This intricately crafted doll serves as a +2 arcane focus, but that is hardly it's true purpose.

As a 10 minute ritual, an attuned creature may provide the doll with a lock of hair, a few drops of fresh blood, or similar taglok from a target within 120 ft. The target must succeed on a DC 18 wisdom saving throw, or the doll binds itself to that creature, taking on it's appearance. This binding is separate from your attunement to the doll, and lasts only so long as the doll remains with 120 ft of the target .

While the doll is bound to a creature in this way, any stimulation applied to the doll is also applied to the target. Each time the target climaxes, it may repeat it's wisdom saving throw, ending it's the doll's binding to it on a success

Poppet of Dominion
Wondrous Item (doll), Very Rare (Requires Attunement)*

This intricately crafted doll serves as a +3 arcane focus, but that is hardly it's true purpose.

As a 10 minute ritual, an attuned creature may provide the doll with a lock of hair, a few drops of fresh blood, or similar taglok from a target within 120 ft. The target must succeed on a DC 18 wisdom saving throw, or the doll binds itself to that creature, taking on it's appearance. This binding is separate from your attunement to the doll, and lasts only so long as the doll remains with 120 ft of the target.

While the doll is bound to a creature in this way, the attuned wielder may use an action on their turn to take total and precise control of the target, as per the *dominate person* spell. Forcing the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the doll's attunement to it.

Each time the target climaxes, it may repeat it's wisdom saving throw, ending it's the doll's binding to it on a success

Portal of the Distant Lover
Sexual Implement (Fleshlight), Very Rare

At first glance, this golden tube seems to be the empty housing for what might have been an exquisitely crafted fleshlight. By upon tracing the delicate arcane script inlaid along it's length, the open end of the device becomes a portal to something wonderful.

Once between long rests, you may use this device to cast the *Scrying* spell without expending a spell slot. Wisdom is your spellcasting ability for this spell. If the target fails its saving throw against the spell, the device creates an open portal to the target's mouth or genitals (your choice), through which both creatures may perform sexual advances. A creature can choose to fail its saving throw against this spell.

Philter of Infatuation
Consumable (Potion), Common

A sweet syrupy nectar easily mistaken for exotic honey. Drinking a philter of infertility causes a creature to become infatuated by the next sexually compatible creature they see for the next 7 days.

Philter of Infertility
Consumable (Potion), Common

A foul-smelling brew made of pungent herbs and unsavoury ingredients. Drinking a philter of infertility causes a creature to gain the infertile condition for the next 7 days

Polyhamour
Weapon (Warhammer), Rare (requires attunement)

This oddly enchanted hammer was once a ceremonial artifact, used to mark the beginning of great orgies within the Cult of the Wombforge.

This hammer contains 3 charges, which are restored each morning at dawn. As an action on your turn, you may expend a single charge to cast the *Heatwave* spell at it's lowest level, or 2 charges to cast the *Lovenest* spell. Wisdom is your spellcasting ability for these spells.

Curse: This hammer was never meant for war, and resists its use in battle. When you make an attack with this hammer and score a critical hit, the attack deals no damage, and instead, you expend any remaining charges within the hammer, and cast the *Incite Lust* spell, targeting all creatures in range. When cast in this way, the spell has a DC of 25, and does not require concentration, instead lasting for its full duration. You cannot choose to end the spell early.

Potion of Assured Pregnancy
Consumable (potion), Common

A womb shaped glass phial filled with a liquid compound consisting of cacao powder, ground red clover, and kobold cum. A creature who consumes potion is assured success in any attempts to become pregnant. For the next 8 hours, any pregnancy checks made against the creature automatically succeed, and the creature automatically fails saving throws against Non-Traditional pregnancy.

Potion of Reassignment.
Consumable (Potion), Rare

A simple phial of Blue or Pink liquid. Drinking the elixir requires an action. Consuming a single dose of this potion causes your biological sex to change to either Male or Female, respectively, for a duration of 8 hours. The effect can be made permanent by consuming an additional dose every 8 hours for at least 48 hours.

Combining both varieties in a single dose has been known to cause... unusual transformations.

Potion of Virility
Consumable (Potion), Very Rare

A pungent brew of horse semen, giant's sweat, and a number of other ingredients mostly used to mask the flavor. Drinking a potion of vitality requires an action, and instils the drinker with increased sexual stamina and endurance, allowing them to ignore the effects of overstimulation and preventing them from becoming incapacitated due to climax. The effects of this potion last for 1d4 hours.

Side effect: When you consume this potion, roll a single d20. On a result of 1, the effects last for 24 hours, and you become hyperaroused for the duration.

Pouch of Equine Abundance
Wondrous Item (ballcover), Uncommon (Requires Attunement)

A pouch of supple unicorn leather, fitted to perfectly cradle (and enlarge) a creature's balls.

While attuned to this pouch, you have advantage on saving throws made to recover from climax, and the size category of your cock becomes large, even if you did not previously have a cock. Each time you climax, you produce 1d6 liters of cum.

Purified Essence of Flatness
Consumable (Potion), Common

A tall, thin flask containing a three doses of a swirling teal concoction. Originally developed by a gnomish Artificer to ensure fresh, ironed clothes directly out of the wash, the distillation turned out to be useful for flattening all sorts of things.

Drinking this potion requires an action. For each dose you consume, your breasts permanently decrease in endowment by one, until they disappear entirely. It also works as an alternative to common starch when doing laundry.

Queen Beae's Bounty
Wondrous Item (Lingerie), Common

Designed to mimic the classic stripes of a pollinating honeybee, this set of fur-trimmed lingerie comes complete with antennae, wings, and of course a wonderfully endowed back end.

While wearing to this lingerie, you may cast the spell plant growth once per day without expending a spell slot.

Curse: This lingerie is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While wearing this lingerie, you become hyperaroused and hyperfertile while within the presence of naturally growing flowers or plant-like creatures.

Queerflame Blade
Weapon (Any Sword), Legendary (Requires Attunement)

An iridescent blade of Elven make, this sword blazes bright with flames in every color of the rainbow, and was forged to strike down the enemies of Queerfolk. This blade serves as a +3 magic weapon. When you hit a Homophobe, Transphobe or other enemy of the Queerfolk, that creature takes an extra 2d10 radiant damage.

While you hold the sword drawn, it creates visible aura bright rainbow light in a 10 ft radius around you. While within this aura, Willing Creatures are affected as if by the *Affirm Gender* spell and Creatures who utter hateful words against Queerfolk burst into rainbow flames. Triggering creatures must make a Dexterity saving throw, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one.

Regalia of the True Dominant
Fetish Armor, Very Rare (Requires Attunement)

An array of simple black leather, instilled with the calm intensity of pure dominance, the entire set exudes power in a way that is impossible to deny. Wearing this set of seemingly mundane leather armor instils the unquestionable sense of authority far more potent than any enchantment

While wearing this armor, your charisma score increases by 2, up to a maximum of 22, and you gain immunity to the charmed, frightened, and infatuated conditions.

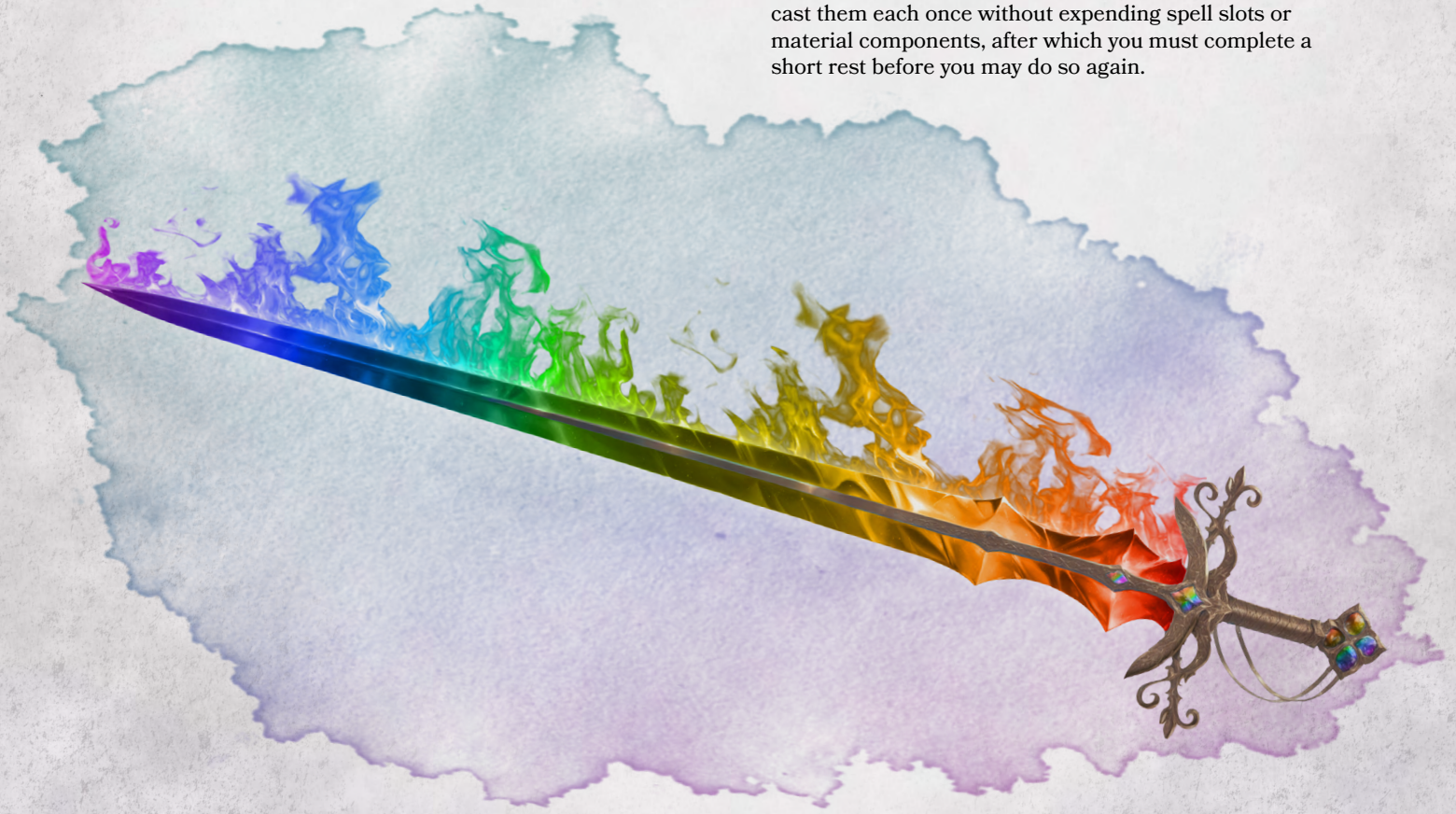
Radiant Sundress
Wondrous Item (Clothes), uncommon

This simple sundress flows in unseen breezes, and glows with the light of a warm summer day. This Sundress contains a seven charges, which can be restored by hanging the dress to dry in direct sunlight for a full day. As an action on your turn, you may expend a single charge to cast the *Daylight* spell, centered on the dress, without expending a spell slot.

Rainbow Regalia
Magic Armor (Any), Very Rare (requires attunement)

A dazzling display of armor who's magic comes from the manifest dreams of countless Queerfolk. Whatever form it takes, this armor inspires those around you to band together in the face of tyranny and oppression, and to always make their voices heard. While attuned to this armor, you and allies within 30 ft of you are immune to the frightened condition, and gain an additional action each turn which can be used only to take the help action.

Additionally, while attuned to this armor, you know the *Affirm Gender* and *Alter Genitals* spells, and may cast them each once without expending spell slots or material components, after which you must complete a short rest before you may do so again.



Reigns of the Sun
Wondrous Item (slave harness), Rare

This equestrian harness is made of white leather embroidered with golden thread, and bears with gilded findings and a diamond studded bit that sparkles through every color of the rainbow.

This harness contains six charges, and regains a single charge each time you fail a climax saving throw as a result of anal penetration. As an action on your turn, an you may expend a single charge to cast the *Daylight* spell at it's lowest level without expending a spell slot.

Curse: This harness is cursed, and wearing it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the harness, and wear it whenever possible. While cursed in this way, each time you climax while wearing the harness, you expend a charge, casting *Sunbeam* at its lowest level without expending a spell slot. The source of this spell is your ass or pussy.

Spells cast using this item use charisma as their spellcasting ability.

Resilient Bubblegum Panties
Consumable (panties), Rare

These bubblegum pink panties are not exactly the most comfortable but can really come through in a pinch.

While these panties are worn, another creature may consume the panties to cast the spell *Otiluke's Resilient Sphere* without expending spell slots or material components. When cast in this way, the spell has a range of self, and creates a bubble large enough for both the creature who consumed the panties, and the creature who was wearing them. The spell lasts for it's full duration, regardless of concentration. Consuming the panties while they are not worn by another creature has no effect.

Ring of Transparency
Wondrous Item (ring or piercing), Common

A platinum ring bearing an inscription in elvish. To those who know the language, it reads “Let that which is unseen be seen in all it’s glory.” While wearing this ring, anytime you sexually penetrate a creature, a portion of the creature directly around your implement becomes visibly transparent, allowing you to see inside to what is happening.

Ring of Oracular Sensations
Wondrous Item (Ring Gag), Uncommon

A Dragonsteel ring of Elven make, attached to a pair of jewelled leather straps. The ring itself is about three inches in diameter, and fits snugly within the mouth of a creature while the drake-leather straps hold it securely in place. While wearing this ring gag, the stimulation dice of your mouth increases to 1d10. Additionally, you instantly know the size and taste of any cock within 10 ft of you, and are aware of it's owner's skill in using it.

Curse: This gag is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the gag, and wear it whenever possible. While wearing the gag, your mouth gains the reciprocal property, and you become hyperaroused anytime you are within 10 ft of a cock other than your own.

Rings of Detachment
Wondrous Item (Cock Ring), Rare

This oversized ring is made of interwoven bands of arcane brass. While wearing this ring around the base of and ovipositor or cock and balls, a command word can be spoken to magically detach your genitals from your body. Allowing it to be used as if it were an appropriately sized dildo. You still feel all sensation and stimulation applied to your detached genitals, and any conditions applied to the detached body part are also applied to you.

To re-join the detached implements, simply touch the two rings back together, and speak the command word again. The ring cannot be removed while it’s magic is in effect.

Rivulets of Desire
Wondrous Item (Necklace), Rare (Requires Attunement)

These glistening pearls are forever wet to the touch, and seem to flow like droplets down the neck of the wearer. When found, this necklace contains 3d4 charges, each represented by a glistening liquid pearl. Each time a creature climaxes in or on your body, the necklace gains an additional charge, up to a maximum of 21.

As a bonus action on your turn, you may expend a number of charges from the necklace to create a single spell slot, as shown on the table below. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

Spell Slot Level	Charges
1st	*2*
2nd	*3*
3rd	*5*
4th	*6*
5th	*7*

Robe's of Genie's Power
Wondrous Item (harem robes), Legendary (Requires Attunement)

A set of Impossibly well crafted robes made from silk almost too ethereal to be real. While attuned to these harem robes, you learn the *Wish* spell, and may cast it without expending material components or spell slots. After casting the spell in this way three times, you must wait a year and a day before you may do so again.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. While cursed in this way, you become trapped within your Genie's vessel, and may only leave your vessel while it is held by another creature.

As long as you remain cursed, your class changes to Warlock, using the Genie Patron (TCE pg 73), and Pact of the Collar outlined in this handbook. Your level in this class is equal to your total character level in any other classes you had before donning these robes. The type of genie used for these features is determined at random.

Additionally you are infatuated by any creature who holds your Genie's Vessel, and cannot cast the *wish* spell except at their command. This creature becomes your master, and you cannot willingly disobey them, or act in opposition to their verbal commands. You can only have one master at a time. If a new creature picks up your Genie's Vessel, they become your master instead.

This Curse can only be broken by means of a *wish* spell, cast at your master's command. If the curse is broken, these robes vanish into the astral plane.

Robes of the Siren Dancer
Wondrous Item (Harem Robes), Rare

A set of expensive undergarments consisting of fine silks and shear fabrics, hemmed with golden threat, and fitted with an array of softly jingling talismans. While wearing these harem robes, you gain proficiency in the performance skill if you do not already have it, or expertise if your are already proficient. Additionally, once per day, you may use the lingerie to make a performance check in place of any other skill check.

Curse: These robes are cursed, and equipping them extends the curse to you. As long as you remain cursed, you are unwilling to part with the robes, keeping it within reach at all times. While wearing these robes, you compulsively sway your hips as if dancing to invisible music. Additionally, anytime you make on a performance check, you become hyperaroused for the next minute.

Rod of Dawning Radiance
Sexual Implement (Phallic Shaft), Rare

This Crystal phallus glistens like the drops of dew on a summer morning, reflecting the sunlight of a new day. This implement also serves as a +2 arcane focus, and spells cast using the rod deal radiant stimulation in place of their normal damage or stimulation type. This rod contains a single charge which is restored each day at sunrise. As an action on your turn, you may expend this charge to cast the *Dawn* spell at it's lowest level, without expending spell slots or material components

Rod of Asmodeus
Sexual Implement (Phallic Shaft), Legendary

This blackened steel phallus is nearly three feet long and studded with a series of glowing stones set along the shaft like piercings.

This implement is sturdy enough to be used as a weapon in battle, and functions as a +3 greatclub. When you hit with a melee weapon attack using this greatclub, you may use a free action to record the damage dealt by the attack in one of the 12 gemstones piercings along the shaft's length - this does not reduce the damage dealt to the target.

When you succeed on a martial advance using with this shaft, you may expend a recorded strike as a reaction to increase the stimulation of the advance by an amount equal to the recorded damage of that strike.

Rose-Thorn Roller
Sexual Implement (Needle Roller), uncommon

Made from the hardened spines of Rose-thorn needle blights, this exquisite wartenberg wheel carries a potent aphrodisiac in it's thorns.

A creature who gains stimulation from this wheel must succeed on a DC 15 constitution saving throw or become hyperaroused until the beginning of it's next turn.

Rose-Vine Whip
Sexual Implement (Whip), Rare

This elegant whip is braided together from the vines of a shambling mound, and bears a number of brilliant red flowers at it's hilt. It contains three charges, which recharge each morning at dawn, so long as the whip has been exposed to sunlight for at least 8 hours.

As an action on your turn, you may expend a single charge to cast the *Charm Person* spell at 1st level, or three charges to cast the *Incite Lust* spell at 3rd level. Dexterity is your spellcasting ability for these spells.

Runic Slave Bindings
Wondrous Item (Collar, cuffs, or any Strapped binding), Uncommon

A these exquisite bindings are made from boiled Wurm-hide and lined with fine drowsilk, the bear a collection of adamantine rings for attachment points.

The bindings are effectively indestructible, and inscribed with arcane runes and enchanted so that only the creature who placed them on a target may undo the clasps or remove them.

Saddle of the Submissive Steed
Wondrous Item (Corset), Rare

This supple corset of fine Auroch leather is fashioned in the form of a saddle, and comes with stirrups, bridle, and reigns.

While wearing this corset, the amount of weight you can lift, carry, or drag is doubled, and you may comfortably serve as a mount for any creature with a size category of medium or smaller. While mounted in this way, your base speed becomes 60 ft, and you ignore the effects of difficult terrain.

Saint's Flogger
Sexual Implement (Flogger), Very Rare

Made of unicorn leather and tipped with golden studs, this flogger supposedly has an angel feather worked into the braid of the hilt, and the pain it inflicts is nothing compared to the release it offers when used well.

As a bonus on your turn, you may deal this implement's damage to yourself, storing this damage for later use, up to a maximum of 150 hit points.

As an action on your turn, you may strike an ally with the flogger, restoring a number of hit points equal to value of the damage stored, and applying radiant stimulation equal to the number of hit points restored. Should attunement be broken, stored damage is reduced to zero.

Sarcophagus of Spell Swallowing
Wondrous Item (Sarcophogus), Legendary (Requires Attunement)

Likely the perverse creation of some eldritch archmage, this chitinous black coffin is lined with wet, pink flesh and seeping aphrodisiacs. The twistedly erotic relief on it's front features two entwined lovers holding a series of 5 gemstones between their alien bodies.

A creature placed inside this device is encased and hyperaroused, and must succeed on a dc 18 constitution saving throw at the start of each of it's turns, or receive 3d6 acid stimulation, as the supple wet flesh caresses every inch of it's body.. A creature trapped inside the sarcophagus may use it's action to make DC 27 strength check. On a success, the sarcophagus is forced open, allowing the creature to escape.

Each time a creature trapped within the sarcophagus climaxes, it's highest level spell slot is permanently expended, and stored within one of the 5 gemstones adorning the front of the sarcophagus. These gemstones can be removed, and used to cast spells using the stored spell slots, as if thy were cast by the trapped creature. A creature who's spell slots have been expended in this way may only regain them through the use of a greater restoration spell, or similar magic.

Sarcophagus of Qetesh

Wondrous Item (Sarcophagus), Legendary Artifact

Long ago, in the time of ancient pharaohs, a cruel and devious advisor uncovered a relic capable of preserving the life of his master indefinitely. Seeking the power of the throne for himself, but knowing he would be struck down in anger if he were to hide this miraculous device from the pharaoh, he called for the darkest of magics to bind his own soul into the artifact.

This ancient sarcophagus is made of solid gold, and inlaid with reliefs in the strange and alien language of the precursors. When opened, a dense fog roils out from within, as if made of pure golden light, and creature placed within this sarcophagus can be miraculously healed of any injury, no mater how mortal the wound.

Resting in this golden sarcophagus for one hour allows a creature to gain the full benefits of a long rest, and recreates the effects of the *Lesser Restoration* spell. Resting in the sarcophagus for 8 hours or more recreates the effects of the *Greater Restoration* spell Resting in the sarcophagus for 12 hours or more recreates the effects of the *Regeneration* spell, and restores the creature to the prime of it's youth.

The sarcophagus can also be used to restore life to the dead, so long as at least half the creature's body can be placed inside. The amount of time it takes the sarcophagus to resurrect a dead creature is shown on the table below.

Time Dead	Cause of Death	Time required
1 Month or less	*Injury*	*12 hours*
1 Year or less	*Injury or Disease*	*48 hours*
1 Century or Less	*Injury, Exhaustion, or Disease*	*1 week*
2 centuries Less	*Any cause other than old age*	*1 month*
10 centuries or Less	*Any cause*	*1 year*

A creature resurrected by the sarcophagus is restored to the prime of it's life, and cured of any injuries or illnesses which plagued it in life.

Curse: This artifact is cursed by powerful dark magics, and contains the undead soul of the ancient litch Qetesh. Resting in the Sarcophagus exposes a creature to the corruptive influence of undead soul it contains.

Each time a creature rests within the sarcophagus, it must succeed on an addiction saving throw with a dc equal to 18 + the number of hours spent within the sarcophagus. On a failure, the creature becomes addicted to the effects of the sarcophagus. While addicted in this way, a creature regains only half the normal hit points from any source of healing other than the sarcophagus.

A creature who spends 4 hours or more resting within the sarcophagus is subject to the *Dream* spell, as cast by Qetesh. Qetesh will use this spell to tempt the creature with all forms of pleasures and vices, catering to their personal fantasies and fetishes. The target must succeed on a DC 30 wisdom saving throw, or be sexually pursued by the messenger's of Qetesh until they wake, gaining 3d6 psyschic stimulation.

A creature resurrected by the Sarcophagus becomes the unwitting host to the ancient litch's soul. They experience vivid hallucinations of Qetesh, and are infatuated by these hallucinations. As an action, once per day, Qetesh may attempt to control the creature directly, casting the *Dominate Person* Spell at it's lowest level with a spell save DC of 30. Each time Qetesh Dominates the target in this way, the level at which Qetesh may cast this spell increases by 1. If Qetesh successfully casts this spell at 9th level, the duration becomes permanent, and Qetesh claims the target's body as their own.

Scales of Draconic Vanity
Fetish Armor, Very Rare (Requires Attunement)

The shimmering chromatic scales of this frankly obscene armor shimmer like gemstones in the light. Dunning such scales for the first time is a truly transformative experience.

While wearing this armor, you gain a +2 bonus to AC, and to saving throws against spells and magical effects. Additionally, you gain proficiency in the Draconic language, and have advantage on persuasion checks made against creatures with draconic heritage, such as dragonborn and kobolds.

Curse: Attuning to this Armor permanently transforms your body into a more draconic visage. Your race becomes Dragonborn. You gain all racial traits associated with your new race, retaining the traits of your previous race.

While transformed in this way you gain a powerful compulsion to display your exquisite body, and have disadvantage on stealth checks or checks made to disguise yourself. Additionally, you have disadvantage on attack rolls and skill checks while wearing anything other than this shockingly revealing armor.

Scent of the Same
Consumable (perfume), Rare

Made from mindwitness extract and lustroot powder, this potent perfume is generally mixed with a few drops of your own your own sweat or sexual juices before use. Applying this perfume requires an action, and each bottle contains only enough for 1 use. For one hour after applying this perfume, you are surrounded by a 10 ft aura of homosexual attraction.

A creature of your same sex who enters or starts their turn within 10 ft of you must succeed on a DC 15 constitution saving throw, or become infatuated with you for the remainder of the Zone's duration. A creature may repeat this saving throw at the start of each of it's turns, ending the condition on a success.

A creature who succeeds on their saving throw against this perfume becomes immune to it's effects for the next 24 hours.

Scroll of Ex-Lovers
Wonderous Item (Scroll), uncommon

This Scroll magically contains the names of every creature you have ever had sex with, each marked with a collection of small symbols denoting things such as their skill in bed, or how badly they wronged you. It comes with a small black leather scroll case, just large enough to be kept in your pocket.

As a part of a 10 minute ritual, you may choose a single creature who's name appears on the scroll and make an arcana check. If the chosen creature is on the same plane of existence, it must make on a wisdom saving throw with a DC equal to the result of your check. A hostile creature has advantage on this saving throw. On a failure, the target is magically summoned to your location, appearing in an unoccupied space within 20 ft of you.

A creature summoned in this way is under no obligation to aid or assist you, and may or may not be hostile to you, especially after finding out that the scroll cannot send it home. Once you attempt to summon a creature in this way, it's name appears crossed out on the scroll, and it cannot be summoned in the way again for a year and a day. This scroll has no effect of creatures warded against divination by the use of a *nondetection* spell or similar magic.

Seal of Gynomorphism
Wondrous item (Cloth Seal), rare

A unique form of erogenous seal, this reusable fabric seal is applied over the cock and balls of an andromorphic creature, providing a much more feminine experience.

As an action on your turn, you may apply this seal over the cock and balls of a willing or incapacitated creature, completely hiding these implements within a harmless demiplane, and replacing them with a pussy of equivalent size category. The target experiences all sensation applied to this pussy as if it were their own, including stimulation caused by the reciprocal property of the implement

Once applied, this seal magically holds in place until removed by the same creature who applied it, or until the enchantment is dispelled by way of *Dispel Magic* or similar magic. The seal can be re-used over and over, but is labelled as "hand wash only" - whatever that means

Seed Collector's Canteen
Wondrous item (waterskin), rare

Made from the balls of an enormous beast, this supple waterskin ensures that it's owner is never without a supply of thirst-quenching seed. The waterskin can hold up to 12 liters of cum, which it magically collects from any creature who climaxes within 120 ft of it. Cum stored within the waterskin is preserved in a fresh, warm state as if it had just been released.

If the stored cum would have magical properties of any kind, the waterskin preserves those as well, even if they would normally fade after a set period of time. Cum stored within the canteen remains fresh enough to cause pregnancy in compatible creatures for up to 10 minutes after drained from the canteen.

Seed of Seminal Pleasure
Wonderous Item (seed), Uncommon

This small, unimpressive seed, is plucked from the milkwood tree and holds rather interesting properties. When ingested properly.

Placing this seed inside the rectum of a willing or restrained creature requires an action, and causes the seed to harmlessly take root and swell to roughly the size of a walnut. While rooted in place, the seed causes the following effects to the target:

- The Creature's ass is affected as if by the *Lubrication* cantrip.
- The Creature's cock (if it has one) is treated as a + 1 sexual implement
- The target gains vulnerability to all stimulation applied to it's ass, and has disadvantage on climax saving throws caused by anal stimulation.
- When the creature fails a climax saving throw, it automatically casts the *Cumshot* cantrip, without requiring verbal or somatic components

Once rooted, the seed requires a successful DC 15 Nature check to remove.

Sexual Implement, +1, +2, or +3
Sexual Implement (any), Uncommon (+1), Rare (+2), or Very Rare (+3)

You have a bonus to advance and stimulation rolls made with this magic implement. The bonus is determined by the implement's rarity.

Shaft of Angel's Mercy
Sexual Implement (Phallic Shaft), Rare (Requires Attunement)

A marble phallus of intricate and exacting detail, With golden wings wrapping around it's base. The tip is adorned with a single pearlescent gemstone.

This shaft functions as both a +1 sexual implement and a +1 spellcasting focus. Direct advances made using this implement deal radiant stimulation in place of their normal stimulation type, and any stimulation dealt using this implement is also added to a pool of hit points, which resets each morning at dawn.

When you use this implement to cast a spell that restores hit points, you may restore a number of additional hit points to that creature, up to the maximum amount remaining in this pool.

Shaft of Detection
Sexual Implement (Phallic Shaft), common

A hand-worked glass rod, perfectly moulded to resemble an erect phallus, and so clear it as to be nearly invisible. While touching this shaft, you can see a faint aura around any visible creature or construct in the area who's current arousal is greater than 0. The greater the creature's arousal, the more vibrant the aura.

This implement holds a single charge which is restored each time the implement is used to bring a creature to climax. As an action on your turn, you may expend this charge to cast *Detect Sexuality* without verbal or somatic components.

Shaft of Shattering Vibrations
Sexual Implement (Phallic Shaft), Rare (Requires Attunement)

The powerful vibrations produced by this gemstone shaft expand outward from within, and hardly care to stop with a single creature.

While penetrated by this Vibrating shaft, you deal an additional 1d8 thunder damage with melee attacks, and an additional 1d8 thunder stimulation with sexual advances.

Additionally, once between long rests, when you climax while penetrated by this shaft, you may use your reaction to cast the *Shatter* spell at its lowest level, without expending a spell slot. This spell uses charisma as its spellcasting ability.

Shaft of the Olympians
Sexual Implement (Dildo Oversized), Legendary (Requires Attunement)

A massive golden cock, complete with knot and balls carved from Olympian Marble. It is rumoured to have been crafted by Hephaestus himself to help Zeus appease his wife, only for Hera to spurn her husband in favour of the enchanted toy.

This dildo serves as a +3 sexual implement. While attuned to this dildo, the size category of your natural implements increases by 1, and your Inhibition Bonus becomes 8. Additionally, you have advantage on saving throws against the effects of overstimulation, and to recover from incapacitation caused by climax.

Sheath of Bestial Size
Consumable (Condom), common

Created by a long forgotten witch to satiate her desire to be knotted, these condoms are enchanted to bring out the bestial side of their wearer. While wearing this condom, the size of your cock increases to large, and it's shape transforms to match the natural implement of a random beast or magical beast you have seen.

Shield of Edger's Resolve
Shield, Rare (Requires Attunement)

This Stalwart shield provides protection from harm so long as you can handle the pleasure.

While attuned to this shield, whenever a creature within 5 ft of you is targeted by an attack or spell, you may use your reaction to interpose yourself in their place. You immediately swap places with the triggering target, and gain a +3 bonus to AC against the triggering attack. If the attack hits, any damage that would be taken is instead dealt to you as stimulation. If the attack fails, you instead gain the hyperaroused condition until the end of your next turn.

Curse: This shield is cursed, and it's magic functions only so long as you are able to resist climax. If you climax while attuned to this shield, It's magic ceases to function for the next 24 hours.

Sigil of Flavors
Wondrous Item (Tattoo), Common

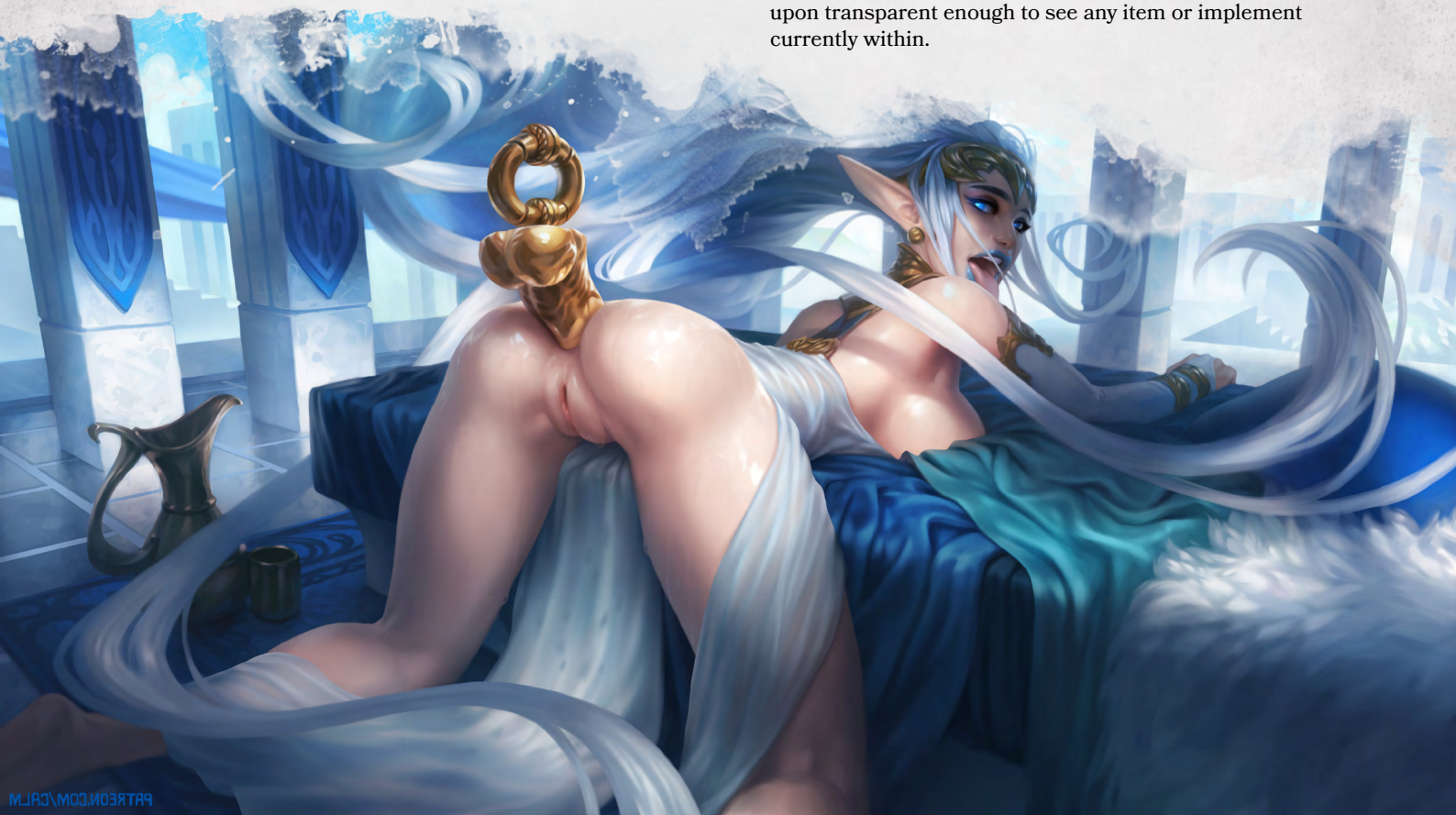
A popular form of tattoo, usually of a flavourful fruit or candy, "Flavormarks" , as they are often known, are Applied using magic inks and a needle made from the beak of a hummingbird. While marked by this tattoo, the flavor and scent of your body and sexual juices becomes that of the depicted item.

You may have multiple Flavormarks. You or your partner may choose between the various flavors by tracing a finger over the associated tattoo as a free action. Mixing multiple flavors is not recommended.

Sigil of Visibility
Wondrous Item (Tattoo), Common

A faintly glowing sigil of magic, usually tattooed over the womb, or stamped along the base of the spine, and often placed upon prisoners to make hiding contraband more difficult. It certainly has no other uses...

Tracing this sigil with a finger causes it to activate, making the portion of a creature's body that it is placed upon transparent enough to see any item or implement currently within.



Silks of the Nine-Tailed Trickster

Wondrous Item (Lingerie), Uncommon (Requires Attunement)

This set of fine silk l comes complete with tufted ears and nine fluffy tails. Available in a variety of colors, both natural and brilliant. While wearing this Lingerie, you gain access to the *dancing lights* and *minor illusion* cantrips. Additionally, while wearing this lingerie, you may use an action on your turn to dismiss one of these tails, and cast any illusion spell of 5th level or lower. Once all nine tails have been dismissed, this lingerie loses it's magical effects.

Curse: This lingerie is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. Anytime you cast a spell or cantrip of the illusion school, you become hyperaroused for the next minute

Sinner's Cage

Wondrous Item (Cage), Uncommon

First commissioned by The White Queen as a means of forcibly "purifying" the obscene, these cruel cages are made of straps of wrought iron riveted together in a roughly humanoid shape, such that the prisoner can be fully immobilized, but still easily accessible for torture.

Each strap is lined with sharp silvered spikes designed to dig painfully into the flesh of anyone who cannot keep their lustful nature in check, while leaving them otherwise exposed. The sadistic torture devices have since found new uses in the hands of those they were meant to punish.

A creature locked inside this metal cage gains the encased, paralyzed and denied conditions, and is affected as if by the spell *antimagic circle*. Each time the trapped creature gains stimulation from any source, they take piercing damage equal to the same amount. The cage can be forced open with a DC 24 strength check. Each time this check is made, the trapped creature takes piercing damage equal to the result of the save, regardless of success.

Siren Slime Jelly

Consumable (Jam), Rare

Collected from rare Siren Slimes native only to the most lecherous of dungeons, This pink jelly tastes of strawberries and honey. A creature who consumes this delicious jam transforms into an ooze-like form, gaining the Myxapia racial template for the next 4 hours. While transformed in this way, the creature is hyperaroused, and gains vulnerability to stimulation from physical sources such as sexual implements. Each Jar contains three servings.

Curse: This jelly is actually the reproductive gel of a Siren Slime, and consuming it can have sever long-term effects. Each time you consume a serving of the jelly, roll 1d6. On a roll of 1, you gain an addiction to consuming this jelly as if it were a vice. The Addiction save DC for this vice is 14. While addicted in this way, the transformation caused by this jelly increases in duration by 1 hour each time you consume a serving the jelly. If you consume more than 6 servings while already transformed, the transformation instead becomes permanent.

Slavers Lash of Suffering

Sexual Implement (Flogger), Rare

This brutally effective flogger has a hilt bound in infernal iron, and is tipped with a series of sharpened rubies cut into the shape of claws. Each of the 9 claws contains a single glowing charge.

As a bonus action when you making an attack with this flogger and hit, you may expend a single charge to cast the *Hex* Spell, targeting the same creature. Charisma is your spellcasting ability for this spell. As part of a minute long ritual, you may cut yourself with one of it's claws, dealing 1d6 slashing damage and expending a single hit-dice to restore the charge held within that claw. This damage cannot be reduced in any way.

Slavemaster's Edict
Sexual Implement/Weapon (Whip), Rare (Requires Attunement)

Made from supple drakeleather, this expertly crafted whip bears a smokey quartz crystal at the base of it's hilt, which seems to become darker or lighter based on the wielder's disposition.

While attuned to this whip, you know the *Bless* and *Bane* spells, and may cast them as a bonus action when making an attack or sexual advance with the whip. When cast in this way, the spells do not require spell slots or material components, and their target is always the same creature as the attack or advance. Charisma is your spellcasting ability for these spells.

This whip contains 3 charges, and each time you cast a spell in this way, the number of charges is reduced by 1. The whip regains all 1 charge each morning at dawn, or all expended charges when it's wielder is brought to climax

Slaver's Armor of Command
Armor (Leather), Uncommon (Requires Attunement)

An overblown array of cheap leather and far too many belts, this armor has been enchanted to make a creature seem more powerful and imposing than they actually are. While attuned to this armor, you gain access to the *Command* and *Fear* spells, and may cast each of them once between long rests without expending a spell slot strength is your spellcasting ability for these spells.

Curse: This armor is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the armor, keeping it within reach at all times. While you remain cursed in this way, your wisdom score is reduced by 2, and you automatically fail all insight checks.

Socks of Feline Grace
Wondrous Item (Socks), Uncommon

A pair of adorable thigh-high socks, with cute little paw-pads that mimic the toes of a graceful feline friend. While wearing these socks and no other footwear, you may use charisma in place of dexterity when making stealth or acrobatics checks.

Curse: These socks are cursed, and equipping them extends the curse to you. As long as you remain cursed in this way, you become unwilling to part with these socks, keeping them within reach at all times. Each time you fail a climax saving throw, you must roll a d20. On a roll of 1, you gain one of the following traits:

- You grow a pair of cat ears which are highly sensitive to touch.
- You grow a feline tail, which functions as an erogenous zone.
- Your hands and feet become paw-like, giving you disadvantage on slight of hand checks
- Your eyes become catlike, granting you darkvision out to a range of 60 ft.
- You grow a set of feline whiskers
- Your voice becomes feminine and adorable

If you roll a 1 and already have each of these traits, Your speech becomes obnoxiously cute and childish, and you cannot speak without making cat-related puns or ending your sentences with meows or other stereotypical feline noises.

Socks of Artificy
Wondrous Item (Socks), Common

These pink and blue socks rise all the way up the thighs, and bestow the wearer with an uncanny understanding of machines and artifice. They also look absolutely adorable.

While wearing these socks and no other footwear, You have advantage on arcana checks and checks made with tinker's tools, as well as checks made to understand complex mechanisms or artifice. The time it takes you to craft items magic is reduced by half.

Curse: These socks are cursed, and equipping them extends the curse to you. As long as you remain cursed in this way, you become unwilling to part with these socks, keeping them within reach at all times. While cursed in this way, your speech and mannerisms slowly become increasingly feminine.

Sorcerer's Beads
Sexual Implement (Pleasure Beads), Very Rare

13 identical beads of fine gemstone adorn this golden chain, each inscribed with an arcane glyph that glows when filled with sufficient magic.

While inserted inside yourself, these beads slowly collect arcane power, gaining one charge for each hour they are worn, up to a maximum of 13.

As an action while wearing the beads, you may remove them, releasing the stored charges and gaining a number of sorcery points equal the number of charges releases. If you do so, you also gain force stimulation equal to 1d8 per charge released.

Sphere of Silence
Wondrous Item (Ball Gag), common

A golden sphere of Elven make adorns this braided leather strap. Despite the metal's usual properties, the sphere is soft and malleable to the touch.

When fitted within a creature's mouth, the sphere reshapes itself to perfectly cover the wearer's mouth, preventing them from vocalizing except in muffled moans. So long as the gag is worn in this way, it produces a constant trickle of potent aphrodisiac, causing the wearer to remain hyperaroused.

Spidersilk Shibari
Wondrous Item, Uncommon

An intricate harness of silk knotwork, spun by Madam Web herself, who very much enjoyed displaying the beauty of her efforts, in craft and dominance.

Properly applying this bondage harness to a creature requires 10 minutes, and leaves the target both paralyzed and hyperaroused until the harness is removed.

Staff of the Vespa Woman
Staff (Arcane or Druidic Focus), Legendary Artifact (Requires Attunement)

This mythical staff once belonged to the Vespia Woman of Sekkiyama village, and holds within it untold fertile energies. This staff emanates a powerful aura of fertility, and the area within 1 mile of it is affected as per the *Fertile Ground* spell. While attuned to this staff, you know the spell *Healing Hot Spring* and may cast it as a ritual with a casting time of 1 minute. The staff contains 10 charges, and regains 1d6 + 4 expended charges daily at dawn. As an action on your turn, you may expend a number of charges to create one of the following effects:

Cloud of Bees: You can expend 1 charge to cause a swarm of harmless and docile bees to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you.. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Swarm of Wasps: You can expend 2 charges to summon a swarm of angry wasps at a point you can see within 60 ft. The swarm has a radius of 5 ft, and creatures who enter or begin their turn within the swarm must make a DC 16 dexterity saving throw, taking 3d6 peircing damage on a failed save, or half as much on a successful one. The swarm lasts for 1 minute, and as a bonus action on each of you subsequent turns, you may move the swarm up to 20 ft.

Star-Mother's Blessing

Sexual Implement (Double Sided Dildo), Legendary (Requires Attunement by a biological female)

A thick eldritch tentacle resembling a veiny, muscular cock and throbbing with corruptive power. This dildo may be worn as if it were a natural implement, and serves as a +3 ovipositor While equipped in this way. You experience all stimulation applied to this ovipositor as if it were your own, and it is capable of producing semen, and impregnating other creatures. This ovipositor has an initial size category equal to your own, and increases in size category each time you climax wile attuned to it.

When you bring a creature other than yourself to climax using this implement, the target must succeed on a DC 21 charisma saving throw or become infatuated by you until it completes a long rest, or until the condition is removed by means of a calm emotions, spell, or similar magic.

Curse: This dildo is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and subjected to the it's telepathic commands and suggestions.

While using this dildo, you gain the nymphomanic condition, rather than the incapacitated condition when spending recovery dice after climax. If you climax inside another creature while attuned to this dildo, that creature must immediately make a DC 21 pregnancy saving throw. On a failure, the target is impregnated with a series of soft gelatinous eggs, which mature into 1d4 tiny aberrations over the course of the next 48 hours. The form and nature of these aberrations are decided by your DM, and may include additional instances of this item, or other abbe rant "items"

Stockings of Fragile Radiance

Wondrous Item (Hosiery), uncommon.

These luminous silk stocking never fail to draw the admiration of others, but leave you vulnerable to brute-force attacks. While wearing these stockings, you may use a bonus action on your turn to cast the *Light* cantrip, targeting your legs. Additionally, you learn the *Enthrall* spell, and may cast it once between long rests without expending a spell slot or material components. Charisma is your spellcasting ability for this spell

Curse: While wearing these stockings, you have disadvantage on skill checks made to decipher codes or unfamiliar languages, and gain vulnerability to bludgeoning damage.

Stone of Dwarven Stamina

Sexual Implement (Plug), Rare (Requires Attunement)

A large plug crafted from polished Dwarven stone, and inscribed with a series of 8 powerful runes. While wearing this plug, you are immune to the effects of overstimulation, and cannot be incapacitated by climax climaxing.

Curse: Each time you would climax while wearing this plug, the plug gains a single charge, up to a maximum of 8. Removing this plug causes all stored charges to be expended, causing to you to immediately experience 1 climax for each charge expended.

Succubus Venom

Consumable (Poison), Uncommon

A unique poison produced by many kinds of erotic fiend, such as succubi or erinyes. It comes in two forms, and is frequently use as a recreational or date-rape drug

Contact: As an action, a creature can coat a surface or sexual implement in this poison, which remains potent until touched or washed off. A creature that touches the poison with exposed flesh must make DC a 18 constitution saving throw. On a failure, the target takes 1d6 poison stimulation and gains the nyphomanic condition for 1d4 hours

Ingested: A creature that swallows an entire dose of this poison must make a DC 18 constitution saving throw. On a failure the target takes 2d6 poison stimulation and gains the nyphomanic condition for 1d6 hours

Succubus Venom is highly addictive, and a creature exposed to this poison must succeed on an addiction saving throw with a base DC of 18 or become addicted to the substance.

Suitress's Tincture
Consumable (Potion), Uncommon

A large round flask containing a single dose of a glittering pink solution. Drinking the elixir requires an action, and causes the endowment of your breasts to permanently increase by 1. Three doses of this potion are enough to increase your breasts by one size category, instead of simply a bust size.

Surgeon's Aphrodesia
Wondrous Item (Mask), Uncommon

This wyvern leather plague-mask contains many secrets, including a large phallic gag through which the wearer can still somehow breath. While wearing this mask you gain Proficiency in the medicine skill if you are not already proficient, and are immune the effects of poison and disease. As an action on your turn, you may expend a single use of a healer's kit to allow a creature within 5 ft to expend a number of hit dice up to your proficiency bonus, and regain hit points as if completing a short rest.

Curse: This mask is cursed and equipping it extends the curse to you. As long as you remain cursed, you are unable to remove the mask, and become permanently hyperaroused. While wearing this mask, your speech is muffled and can only be deciphered with a DC 12 insight check

Sweater of Virgin Slaying
Wondrous item (lingerie), Uncommon

This rather revealing "sweater" is hardly worth wearing in the cold, but as a particularly potent effect in the presence of the sexually inexperienced.

While wearing this lingerie, you have advantage on attacks and sexual advances made against virgins and creatures who have never experienced sex with a physical partner. When you make such an attack or advance, and score a critical hit, the target takes additional psychic damage equal to your level

Curse: This lingerie is cursed and wearing it extends the curse to you, As long as you remain cursed, you are unwilling to part with the lingerie, and keep it near you at all times.

While cursed in this way, your voice becomes perpetually husky and aroused, and the endowment of your breasts, if you have them, increases by one. Once you don this lingerie, it cannot be removed except with the assistance of a virgin.

Sword of Lesbians
Weapon (any sword), Legendary (requires attunement by a woman)

This expertly crafted blade is forged from dwarven steel and fitted with gemstones the envy of a dragon, and Glows with dim light in the presence of lesbian creatures. This sword serves as +3 Magic Weapon, and extends this bonus to any lesbian allies within 30 ft of you. Attacks made with this weapon deal radiant stimulation, rather than slashing damage, to any creature who identifies as female.

Tail of Sensations
Wondrous Item (Plug), Common

An enchanted plug featuring an expertly furred tail, reminiscent of any number of fluffy creatures.

While wearing this plug, the tail becomes as if part of your own body, able to be moved and felt as if real. The tail is considered an erogenous zone, and direct sexual advances targeting the tail deal an additional 1d4 stimulation of their normal type.

Talona's Tail
Wondrous Item, Very Rare (Requires Attunement)

A slim crimson tentacle with a flared, bulb-shaped base, Talona's tail is a lesser-known infernal symbiote that attaches itself to the base of a creature's spine and serves as an additional prehensile limb in return for feeding off the life energy of the host.

While attuned to this item, you gain a fiendish tail. This tail serves as a +1 natural implement and can be used carry or interact with objects weighing no more than 5 pounds.

Curse: This sentient tail is corruptive to creatures not from the infernal plane. A creature other than a teifling who attunes to this item must roll a d20 each time it completes a long rest. On a roll of 1, it gains one of the following infernal traits:

- You grow a pair of twisted demonic horns
- Your skin turns a fiendish red hue
- Your eyes burn with the light of infernal flames
- Infernal Runes glow along your skin
- Hellish tones echo in your voice

If you roll a 1 and already have each of these traits, your race changes to teifling, and your existing racial traits are replaced by those of the teifling race.

Tentacle Ammunition
Ammunition (Any), Rare

On a hit, this ammunition bursts into a mass of grasping tentacles. The target must succeed on a DC 18 dexterity saving throw, or be restrained by the tentacles, and take 2d8 bludgeoning stimulation. A target restrained in this way takes 1d6 acid stimulation at the start of each of it's turns. As an action on it's turn, a creature may attempt to escape these tentacles by succeeding on a DC 18 strength or dexterity check.

Tentacled Maiden
Wondrous Item (Cabinet), Rare

This strange metal sarcophagus is crafted in a lewd imitation of the dreaded Iron maid, but contains perhaps an even more perverse form of torture. The inner surface of the maiden is covered by all manner of groping, lecherous tentacles, eager to molest and violate anyone unfortunate enough to be placed inside.

A creature locked inside this device is encased, engulfed, and denied, and must succeed on a dc 18 constitution saving throw at the start of each of its turns, or receive 2d6 acid stimulation, as the tentacles squirm hungrily over every inch of it's body, careful to never allow it release. A creature trapped inside the Maiden may use it's action to make DC 20 strength check. On a success, the device is forced open, allowing the creature to escape.

Tentacles of the Twisting Deep
Sexual Implement (Dildo), Very Rare (Requires Attunement)

Resembling three tentacles intertwined to form an enormous phallus, this obsidian statue shimmers with a dark iridescence like the sheen of black oil. The inky phallus emanates dark power, and fills the air with ominous chanting when used.

The dildo contains three charges, as noted by starry black gemstones at the base of each tentacle. While attuned to this implement, you may use an action on your turn to expend one of these charges, bringing the intertwined tentacles to life.

The dildo transforms into three slick black tendrils, each of which functions as a +2 tentacle under your control. These tentacles last for up to 10 minutes or until you dismiss them or as a bonus action.

Exposing this dildo to magical darkness for 10 minutes restores a single charge to the item.

Thoughtstealer
Sexual Implement (Dildo), Legendary (Requires Attunement)

The shaft of this glowing cock slowly pulses through an array of impossible colors, making it near impossible to look away. Advances made with this dildo deal psychic stimulation instead of their normal stimulation type, as well as an additional 1d8 psychic stimulation to any creature who is currently charmed or enthralled.

When a creature is brought to climax using this dildo, it must succeed on a DC 17 Charisma saving throw, or have it's intelligence score reduced by 1. This effect lasts for 24 hours, or until you choose to dispell it as free action on your turn

Thunderous Vibrastone
Wondrous item (Ammunition?), Rare

This Small stone appears to be little more than a polished river-rock, worn smooth by time, but it holds a thunderous secret. This stone may be used as a +1 Sexual implement, with which you are proficient. This implement has the light at finesse properties, and deals 2d4 thunder stimulation on hit.

As a bonus action on you turn, you may touch this stone to any weapon with the ammunition property. Until the end of your next turn, the weapon ignores the loading property and consumes no ammunition. While affected in this way, any damage dealt by the weapon is instead dealt as thunder stimulation.

Tights of Torn Temptation

Wondrous Item (Hosiery), uncommon.

These silken tights are ripped and torn, but somehow all the more attractive for it, and never seem to degrade beyond wearability. While wearing these tights, each time you take piercing or slashing damage from an attack, you gain advantage on sexual advances against the triggering attacker until the end of your next turn.

Tipsy Trickster's Tools

Wondrous Item (Thieve's Tools), uncommon.

These oddly crooked tools somehow work better when your faculties are otherwise impaired. While these tools are in your possession, you gain advantage on deception checks, slight of hand checks, and checks made using these tools if you are currently intoxicated.

Curse: checks made using these tools are made at disadvantage if you are not currently intoxicated.

Token of Tribulations

Wondrous item (coin), Uncommon (Requires Attunement by a female creature)

This silver coin was once given as a mark of proving to the Warrior Women of Yon'ai, upon completing the many trials of womanhood. It bears a variety of ancient yonic symbols, and is said to have enhanced the skill and endurance of those to which it was gifted.

While attuned to this item, you gain a +1 bonus to sexual advance and stimulation rolls made using your natural implements. This bonus increases to +2 if the target of the advance is female.

This coin contains three charges. While attuned to this item, when you make a saving throw against a spell or effect, you may expend one charge from this coin to add your inhibition modifier to the result, regardless of the sexual or non-sexual nature of the saving throw. The coin regains a single charge each time you bring a female or female presenting creature to climax.

The Tome of Imps

Tome, Legendary Artifact (Requires Attunement by a spellcaster)

A shadowy tome with an infernal glow, it's gilded pages swim with colorful and lifelike depictions of the lecherous fiends it was designed to summon.

This fiendish spellbook contains 5 charges, which are restored each time it's attuned wielder climaxes. While attuned to this tome, a you gain the *Legacy of Phlegethos* racial feature, as well as those features associated with the Cult of Fierna (MToF). As an action on your turn, You may expend 1 charge from this tome to summon forth an Imp, which loyally and enthusiastically obeys your commands.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the tome, keeping it within reach at all times.

Each time you use this tome to summon an imp, roll 1d20. On a result of 1, your Inhibition Bonus is permanently reduced by 1.

If your Inhibition Bonus is reduced to -6 or below in this way, you become bound to the tome instead of attuned, and your race becomes goblin, with the addition of the concubi racial template. A creature bound in this way is infatuated by any attuned spellcaster currently in possession of the tome. An attuned spellcaster may summon any creature bound to the tome by expending 5 charges.

A creature may be released from their bondage to this tome by way of a 3rd level of higher *remove curse* spell, but only true polymorph or similar magic may return a transformed creature to it's original form, restoring it's Inhibition Bonus to normal

Tonal Rod of Tantra

Weapon (Quarterstaff), Rare (Requires Attunement by a monk)

The brass phalluses on either end of this heartwood bowstaff ring with tantric energy each time a blow rings true. When you make an attack using this weapon and hit, you may expend a single ki point. If you do so, all creatures within 30 ft gain soothing equal to your martial arts dice.

Totem of Tidal Climax

Totem (Druidic Focus), Rare (Requires Attunement by a Druid)

An aquatic totem carved from dried coral, and inlaid with mother of pearl. It depicts the overflowing orgasm of a voluptuous mermaid, and carries with it a sense of barely restrained flood. This totem may be used as a +1 arcane focus. When casting a spell involving water or storms, this totem may instead be treated as a +2 arcane focus.

This totem contains 6 charges, and regains a single charge each time you climax. As an action on your turn, you may expend a single charge to cast one of the following spells without expending a spell slot or material components: *Tidal Wave, Wall of Water*.

Alternatively, you may expend all 6 charges to cast the *Tsunami* spell without expending spell slots or material components. If you do so this totem becomes nonmagical until fully recharged during a lunar equinox.

Undergarments of the Eager Faun
Wondrous Item (Lingerie), Uncommon

A supple leather brassier and hooved leggings, complete with a doe's tail and ears. These faun-like features become real so long as the lingerie is worn . While Wearing a set of Eager Faun Lingerie, you gain the following benefits:

- You cannot be surprised
- Your base speed is increased by 20 ft.
- You gain access to the druidcraft cantrip, and may cast it as a bonus action on your turn

Curse: This lingerie is cursed and possessed by a spirit of bestial lust, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the lingerie, keeping it within reach at all times. You become hyperaroused while wearing the lingerie, and act submissively (not necessarily obediently) towards any creature with a higher strength score than your own

Undergarments the Infernal Hound
Wondrous Item (Lingerie), Uncommon

A fiery set of lingerie, perfectly suited to puppy-play. Not only will it keep you warm in even the coldest of places, but you look absolutely adorable in it! While wearing this lingerie you are immune to the effects of extreme climates, and gain resistance to cold and fire damage.

Curse: This lingerie is cursed and possessed by a spirit of bestial lust, and equipping to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While wearing the this lingerie, you become hyperaroused, and are infatuated by any creature who holds the included leash.

Vampire's Robes
Wondrous Item (Fine Clothes), Common

While wearing these darkly fashionable clothes, you ignore the all forms of sunlight sensitivity, and can walk safely in natural daylight, although magical sunlight, such as that created by the *daylight* spell affects you as normal.

Curse: These robes are invisible when seen through a mirror or other reflective surface. This invisibility is not transferred to the wearer.

Vampiric Coffin
*Wondrous Item (*coffin*), Very Rare*

This obsidian sarcophagus is crafted in the image of an erotically lifelike maiden, and lined with the finest crimson silks. A creature placed inside this device is affected as if by the *Sequester* spell, so long as the coffin remains closed. Any time a creature dies within 100 ft of this coffin, the creature inside the coffin regains hit points equal to triggering creature's Level or CR

Curse: A creature who regains hit points using this device gains necrotic stimulation equal to the same amount which they experience cumulatively the moment the coffin is opened. A creature brought to climax in this way must succeed on a DC 21 constitution saving throw, or contract the curse of vampirism, as per the Vampire Racial Template.

Vampiric Lipstick
Consumable (Lipstick), Rare

Coating your lips with this blood-red lipstick allows you to drain the life-force of your partners to recover your own. Each tube contains enough for 6 applications.

As an action on your turn, you may apply this lipstick, and. Coating your lips in it's unique magic. While wearing this lipstick, you may cast the *Succubus' Kiss* Spell as an action on your own. Charisma is your spellcasting ability for this spell. You may cast this spell once in this way, after which the lipstick must be reapplied.

Vampiric Implement
Sexual Implement (any), Very Rare (Requires Attunement)

These coveted implements are made of pale white marble, with veins of blood-red ruby running along their length. This implement contains 3 charges which recharge each night at midnight. When you make a sexual advance using this implement, you may expend a single charge to force the target to make a DC 18 constitution saving throw. On a failure, the target must expend a number of Hit Dice equal to your proficiency bonus (or it's maximum number of hit dice, whichever is lower). For each Hit Die spent in this way, the creature rolls the die and adds it's Constitution modifier to it. You regain hit points equal to the result.

Curse: This implement is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you regain only half the hit points normally restored from sources other than this dildo.

Vapid Vacuum Glass
Wonderous Item (Suction Glass), Rare

A beautifully cut pair of suction glasses, within which swirls a small whirlwind of pink mist. A creature subjected to the use of these suction glasses must succeed on a dc 18 wisdom saving throw. Or have the affected sexual implement increase in endowment by one, while the target's intelligence score is reduced by 1, to a minimum value of 6.

The target must repeat this saving throw each minute that the glass remains attached, increasing the effect by 1 on a failure. These effects last for up to 1 hour after the glass is removed, or until removed by a *Greater Restoration* spell, or similar magic.

Venus of the Fertile Womb
Wondrous Item (Idol), Very Rare

A hand carved idol of a swollen fertility goddess. While attuned to this. Idol, you may choose to become fertile, infertile, or hyperfertile at will, and may cast the *Painless Birth* and *Rapid Pregnancy* spells once per day without expending a spell slot or material components.

Curse: This idol is cursed, and touching with your bare hands extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the idol, keeping it within reach at all times. While cursed by this idol, you gain an addiction to unprotected sex, as if it were a vice. The base addiction save DC for this vice is 21. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- Your apparent sex changes to female, if it is not already
- Your breasts increase in endowment by one
- Your hips widen and thighs thicken to more perfectly reflect the visage of the idol itself
- You become permanently hyperfertile and hyperaroused
- You begin gently lactating, and may cast the Miraculous Milk spell once between long rests without expending spell slots or material components.

So long as this idol remains in your posession, you are unaware of these changes, treating them as if they have always been the case.

Vespian Hornet Lance
Magic Weapon (Lance), Uncommon

A powerful lance made of crystalline amber and adorned with the crest of a Vespia hive. A chamber within the widest part of the blade can be filled with various toxins and chemicals to deliver them like the sting of a hornet

During a short or long rest, this lance can be prepared with at least 1 litter of any poison, potion, or aphrodisiac, The next 12 times you make an attack with this lance and hit, the target must succeed on a constitution saving throw with a DC of 18, or determined by this substance (whichever is higher), or be subject to the effects of this substance. Creatures who are at or below half their maximum hit points have disadvantage on this saving throw.

Vestments of Cherubic Grace
Wondrous Item (Lingerie), Common

A provocative set of silky white lingerie, complete with feathery wings, golden halo, and a drowsilk teddy. While the accessories take on an air of realism once donned, this Angel is anything but pure.

While wearing a this lingerie, you know the *friends* and *light* cantrips. Charisma is the casting ability used for these cantrips.

Vestments of Confession
Wondrous item (Fine Clothes), Uncommon (requires attunement)

These priestly robes insure that modesty and humility never place themselves in the way of honesty. While attuned to these robes, you may cast the *Zone of Truth* spell once between long rests, without expending a spell slot or material components. Charisma is your spellcasting ability for this spell.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the robes, keeping them within reach at all times.

While cursed in this way, you are incapable of speaking a deliberate lie, and automatically fail bluff checks. Additionally, when asked a question about yourself, you must succeed on a DC 18 Charisma saving throw, or answer honestly and in detail.

Vestments of Hare's Luck
Wondrous Item (Clothes), Rare

A set of rabbit-inspired clothes enchanted to grant you luck in all things. They do the job well - perhaps too well in some cases. While wearing a this lingerie, you gain the benefits of the *Lucky feat*.

Curse: These clothes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the robes, wearing them whenever possible. You become hyperaroused and hyperfertile while wearing the lingerie.

Vestments of Noble Chastity
Wondrous Item (Robes), Very Rare (Requires Attunement)

These modest robes and habit bear a skilled embroidery that matches markings found throughout the ruined cathedral of desires, deep within the lewd dungeon. They bestow an inner peace while worn. While Wearing these robes, your Inhibition Bonus becomes 8. In addition, each time you cause a creature other than yourself to climax, your own arousal is reduced to 0.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the robes, keeping them within reach at all times. You gain the hyperaroused condition while you are not wearing these robes. While you remain cursed, you are physically incapable of pleasuring yourself, and are immune to any stimulation you apply to yourself through any means, but not to stimulation applied by other creatures. Each time you climax while wearing these robes, your natural Inhibition Bonus is permanently reduced by 1. This penalty remains even if the curse is broken or removed.

Vial of Liquid Slavery
Consumable (Body Oil), Rare

This oily black substance squirms within its bottle, seemingly eager to be released - or to release others from the burdens of freedom. As an action, the substance within this bottle may be applied to a willing, bound, or restrained creature, forcing the target creature to make a DC 21 charisma saving throw.

On a failure, a creature is affected as if by the Dominate Person spell for the next hour, and the oil spreads over the target's body like a living thing, encasing them in a skin-tight but breathable membrane.

Each additional bottle applied to the creature before the effect ends causes the duration of the effect to be doubled. Using more than 6 bottles on a single target in this way causes the effect to become permanent.

Vibrating Implement
Sexual Implement (Any), Common

A vibrating implements are a minor marvel of gnomish engineering, and uses magic crystal oscillators to produce a variety of pulses and vibrations during use for a uniquely stimulating experience. All stimulation dealt using the implement is dealt as thunder stimulation, instead of it's normal stimulation type. When you make a sexual advance against a creature using this implement and score a critical hit, you deal an additional 2d6 thunder stimulation.

Vibrating Cock-Ring
Wondrous Item (Cock Ring), Uncommon (Requires Attunement)

An ornate Mythril band designed to fit snugly around a creature's cock or ovipositor. It hums with soft magical energy, and once affixed to a creature by way of a nearly invisible clasp, it can only be removed by speaking the command word inscribed on the inner band of the ring.

While wearing this ring you gain advantage on climax saving throws, and each successful climax saving throw causes the ring to vibrate more intensely, granting a cumulative +1 bonus (maximum +3) to stimulation checks made using the implement it is worn upon.

Virgin's Belt of Seduction
Wondrous Item (Chastity Belt), Uncommon

An ornately crafted mithril chastity belt, and lined with supple black leather: the metal is cut in such an intricate lace pattern this it could be mistaken for the real thing.

While wearing this belt, you gain advantage on all skill checks made to seduce or sexually proposition other creatures, regardless of attraction or sexual orientation. Additionally, once per day, as an action on your turn, you may cast the Enthrall Spell without expending a spell slot. Charisma is your spellcasting ability for this spell.

Curse: This lingerie is cursed, and equipping it extends the curse to you. As long as you remain cursed, you are unable to remove the belt by any means, and do not add your proficiency bonus to sexual advances or saving throws.

Violet Wand
Arcane Focus (Wand), Uncommon

A strange device made up of a carved wooden handle and a hollow glass chamber, in which elemental lightning arcs with violet hues. This wand serves as a +1 arcane focus, and produces a subtle electrical charge that can be used for sexual stimulation, and transmitted through any conductive implement.

A violet wand can be attached to any electrically or magically conductive implement, causing the implement to deal 1d6 lightning stimulation, in addition to it's normal stimulation.

Voluminous Robes of Imperial Comfort
Wondrous Item (Robes), Uncommon

These exquisite silk robes are more luxurious and comfortable than anything you have ever experienced. While wearing these robes and you are always luxuriously comfortable. You Gain resistance to fire and cold Damage, and ignore the effects of environmental conditions such as extreme heat or cold.

Curse: These robes are cursed and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times. While wearing these robes, the robes themselves become invisible to all creatures other than you. No proof or act of persuasion can convince you that this is the case, regardless of how compelling.

Wand of Echoes
Sexual Implement (Dildo), Legendary Artifact (Requires Attunement by a spellcaster)

This Expertly carved dildo glows with faint glimmers of the pleasure it has given to others, and may be used as a +3 arcane focus. When you use this dildo to bring a creature other than yourself to climax, you may use a reaction to store an echo of the climax within the dildo.

The dildo can hold up to 7 such echoes at a time, and grants a bonus to your spell save DC and spell attack modifier equal to the number of echoes stored.

When you make a sexual advance using the dildo, you may choose to expend all echoes stored within the wand, forcing the target to make an constitution saving throw with a DC equal to 17 + the number of echoes expended. On a failure, the target climaxes instantly. The dildo cannot store echoes from climaxes triggered in this way.

Wand of Eldritch Lightning
Sexual Implement (Phallic Shaft), Very Rare (Requires Attunement by a Spellcaster)

A seemingly ancient rod of strange and alien design. This Implement may be used as a +2 arcane focus. Any damage or stimulation caused by the wand or a spell cast using it may be dealt as psychic damage or stimulation instead of its normal type.

Additionally, this phallic shaft contains 9 charges. You may use an action on your turn to expend a number of charges and cast the spell *Witch Bolt* at a level equal to the number of charges spent. When cast in this way, the spell deals stimulation in place of damage. Intelligence is the spellcasting ability for this spell.

The wand regains a single charge each time the attuned wielder succeeds on a climax saving throw.

Wand of the Gooner
Arcane Focus (Wand), Uncommon

This Phallic wand resembles nothing so much as a fully erect cock, and permanently leaks a thin stream of seminal fluid. When casting a spell with a range of self, this wand may be treated as a +1 arcane focus. If a spell cast using this wand would deal damage, it instead deals stimulation of the same type. This Wand may also be used as a phallic shaft, and grants a +3 bonus to advance and stimulation rolls when used to make a sexual advance against yourself.

Curse: This wand is cursed and using it to cast nay spell extends the curse to you, As long as you remain cursed, you are hyperaroused, and unwilling to part with the wand, keeping it within reach at all times. While cursed in this way, you gain the denied condition, and if an effect would cause you to climax despite this condition, you are instead affected as if by the *Ruin Orgasm* spell.

Wand of The Great Dragon Hitachi

Arcane Focus (Wand), Legendary (Requires Attunement by a spellcaster)

This mythical wand is said to hold the countless of orgasms stolen by the great dragon Hitachi. A powerful and cruel sorceress, the dragon is said to have cursed all the women within her domain with the inability to climax, instead stealing away their pleasure for her own purposes. Made of dragon-wrought gold and emblazoned with powerful and perverse runes, the wand is tipped with a fist sized opal that spins and pulses with gyrating power.

This wand serves as a +3 arcane focus, and may be used to cast the *Dominae's Desperate Denial* spell without expending a spell slot or material components. When cast in this way, the spell lasts for 6 hours. Each time a creature under the effects of this spell succeeds on a climax saving throw, the wand gains a single charge. When this wand is found it contains 1d100 charges. As an action on your turn, you may expend a number of charges to any spell within this book, as shown below

Charge Cost

Spell Level	Charges	Spell Level	Charges
1st	*20*	*5th*	*70*
2nd	*30*	*6th*	*90*
3rd	*50*	*7th*	*100*
4th	*60*	*8th*	*110*
		9th	*130*

When cast in this way, a spell does not require material components or spell slots. If the spell normally requires concentration it instead lasts for it's full duration.

Curse: This wand is cursed and becoming attuned to it extends the curse to you, As long as you remain cursed, you are hyperaroused, and unwilling to part with the wand, keeping it within reach at all times.

While cursed in this way, anytime you would climax for any reason, you instead take 10d12 psychic damage, and become nymphomanic for the next minute. If this damage would reduce you to 0 hit points, you are instead reduced to 1 hit point, and gain a permanent lustbrand, which cannot be removed by any means short of the Wish spell.

Waning Moon Pendant

Wondrous Item (Necklace), Common

This moonstone pendant is charged by the light of the waning moon, and serves to relieve some of the most severe effects of bestiathropy. While wearing this pendant, you cannot contract curses associated with the moon, such as that of bestiathropy. If you are already affected by bestiathropy, you instead have advantage on saving throws made to resist the effects of your *Lunar Transformation* racial trait.

Curse: While not explicitly cursed, this pendant's magic hampers the unnatural resilience granted to those with bestiathropy. The *Regeneration* racial trait associated with bestiathropy fails to function while wearing this pendant. This pendant is incompatible with bestiathrope transformation, and deals 1d4 radiant damage to it's wearer each turn while they are transformed in this way.

Warding Lingerie

Wondrous Item (Lingerie or fetish armor), Rarity Varies (Requires Attunement)

Not only is this lingerie beautiful, it's also nearly indestructible, and protects it's wearer against damage despite leaving nearly all of their skin exposed

While you aren't wearing armor, this lingerie grants you an Armor Class depending on the lingerie's rarity, as shown below. You can use a shield and still gain this benefit.

Rarity	AC
Uncommon	*12 + your dexterity modifier*
Rare	*15 + your dexterity modifier (maximum of 2)*
Very Rare	*18*
Legendary	*24*

Wardrobe of Holding
Wondrous Item (Wardrobe), Uncommon

This large enchanted wardrobe is even bigger on the inside than it is on the outside, and can hold up to 200 unique outfits or sets of clothing, regardless of size or weight. The wardrobe can hold only clothing, armor, and other wearable items. If the wardrobe is overloaded, smashed, or broken, it ruptures and is destroyed, and its Contents are scattered in the Astral Plane.

Wayward Cuckold's Belt
Wondrous Item (Chastity Belt), Uncommon

This Ornately crafted chastity device is designed to fit on a man or woman, locking their genitals cleanly away sensationless extradimensional space, so that even the most promiscuous of pets is unable to make use of their own equipment. Once placed upon a creature, arcane locks bind the belt permanently in place until unlocked by the same creature who locked it. If you place the belt upon yourself, it instead becomes permanently locked until unlocked using a *Dispel Magic* spell or similar magic.

While wearing a cuckold's belt, a creature's genitals are inaccessible and cannot be used as a sexual implement or targeted by sexual acts. In their place, a portal opens on the exterior of the belt to an extraplanar pocket pussy, which can be used in place of your own natural implements. The creature experiences no sensation or stimulation applied to this pussy.

Placing a cuckold's belt inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Plane of Perversion. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random Location on the Plane of Perversion. The gate then closes. The gate is one-way only and can't be reopened.

Weapon of the Bonke
Weapon (any bludgeoning weapon), uncommon

An otherwise unremarkable weapon, crafted using bone or leather from a curmudgeonly creature known as a Bonke. Damage dealt by this weapon is always nonlethal. Once per round, when you make an attack with this weapon and hit, the target's arousal is reduced by an amount equal to the damage dealt and the target may immediately make a saving throw against one condition affecting it, from the following list: Charmed, Frightened, Flustered, Hyperaroused, Infatuated, or Intoxicated.

Wearable Portal
Wondrous Item (Panties/Mask), Common

A seemingly mundane bit of silk with an arcane symbol secretly sewn into the lining. Tracing the unique symbol embroidered into these panties on a surface opens a small portal just large enough to access the wearer's genitals/mouth. This portal lasts for 1 hour, or until the creature who opened it uses a bonus action to close it. This portal cannot be opened if the panties are not currently being worn, if the wearer is on another plane, or if another portal is already open.

Were-beast's Tail
Wondrous Item (Plug), Uncommon

An enchanted plug featuring an expertly furred tail, reminiscent of any number of fluffy creatures.

While wearing this plug, you gain the bestiathrope racial template, as determined by the beast the tail is from. While transformed in this way The tail is considered an erogenous zone, and direct sexual advances targeting the tail deal an additional 1d6 stimulation of their normal type.

Curse: This Plug is cursed and wearing it extends the curse to you, As long as you remain cursed, you are hyperaroused, and unwilling to part with the plug, keeping it within reach at all times, and wearing it whenever possible. Each time you climax while wearing this plug, make a DC 16 constitution saving throw. On a failure, the transformation becomes permanent, and the tail permanently fuzes with your body.

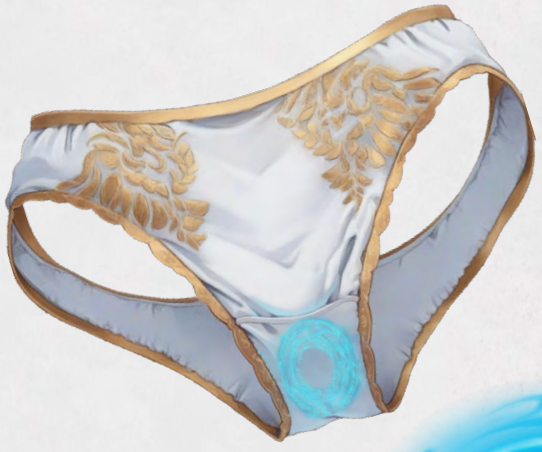
Withering Cage
Wondrous Item (Cock Cage), Rare (requires attunement)

This pretty little cage is designed to fit even the largest of implements, and save the wearer from the embarrassing release of a true orgasm.

Once attuned to this cages, you can place it on any creature of your choice. A new creature cannot attune to the cage until you end your attunement. The cage magically resizes to fit over the cock and balls of any sized creature, and continues to re-size itself as the creature's natural implements shrink.

Any time the creature wearing this cage would fail a climax saving throw, you may use your reaction to cast the *Ruin Orgasm* spell, targeting the creature. When cast in this way the spell uses Charisma as it's spellcasting ability, and does not require a spell slot or material components

Each time you cast *Ruin Orgasm* using this cage, roll 1d20. On a roll of 1, the endowment of the target's cock and balls is reduced by 1.



Witch's Gun-heels
Wondrous Item (boots), Rare (requires attunement)

These fashionable stiletto heels are designed for battle, and conceal a deadly secret.

These boots may be used as a +1 spellcasting implement, and contain 3 charges, which are restored each time the attuned wearer climaxes. Once per round, while wearing these heels, you may expend a single charge to cast the *Eldritch Blast* cantrip as a bonus action.

Witchlight Implement
Arcane Focus (any pact implement), Uncommon, (requires attunement by a warlock)

This arcane focus has been imbued with the transformative magic of your patron, and serves to protect both your flesh and your identity from harm.

While attuned to this implement, you may use a bonus action on your turn to magically transform your clothes and appearance in a way that reflects your patron. While transformed in this way, you gain the following bonuses, as determined by the rarity of this implement

- You have advantage on checks made to hide or disguise your identity.
- You gain temp hp at the start of each of your turns equal to your proficiency bonus.

This transformation lasts for up to an hour, or until you choose to end it as a bonus action, after which, you must complete a long or short rest before you may do so again.

Upon reaching 10th level in the warlock class, your patron may at any point choose to transform this implement into a Witchweave implement.

Witchweave Implement
Arcane Focus (any pact implement), Very Rare, (requires attunement by a warlock)

Infused with the power of your beloved patron, this implement grants you a powerful transformation that protects both your body and identity from those who would do you harm.

While attuned to this implement, you may use a bonus action on your turn to magically transform your clothes and appearance in a way that reflects your patron. While transformed in this way, you gain the following bonuses, as determined by the rarity of this implement

- Creatures who have not seen your transformation must succeed on an insight check against your spell save DC in order to recognize you.
- You gain temp hp at the start of each of your turns equal to your proficiency bonus plus your spellcasting modifier.

This transformation lasts for up to an hour, or until you choose to end it as a bonus action, after which, you must complete a long or short rest before you may do so again.

Wraps of Cloistered Perversion
Wondrous Item (Robes), Rare (Requires Attunement)

These less than modest robes are made of flattering black shocloth, and designed to accentuate the wearer's form, while still bearing some superficial resemblance tho the traditional vestments of a cloistered nun.

While Wearing these robes, You gain a cumulative +1 bonus to charisma each time you bring a new creature to climax. This bonus resets each night at midnight.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you gain the hyperaroused condition while wearing them, and are unwilling to part with the robes, keeping them within reach at all times.

While you remain cursed, each time you fail a climax saving throw, you your Inhibition Bonus is reduced by 1. This penalty is cumulative, but decreases by 1 at dawn.

Xio Pearl
Consumable (gemstone), Legendary

This strange glowing orb is rightfully the size of a fist, and naturally serves as the living arcane core of a Xio chrysalis, filled with enough arcane energy to keep an infant Xio alive for centuries. Such pearls are deeply sought after, and rarely obtained through humane means.

Xio consume this pearl to fuel their first bonding, so the only way to obtain one is from the broodmother herself, or by poaching them from unbonded Xio.

This organic gemstone can be used to cast a single 9th level spell without need for spell slots or material components. Alternatively, it can be drained of spell points more slowly, to cast multiple spells, as per the alternate spellcasting rules on DMG pg 288. Spells cast using a Xio pearl have a Spell save DC of 19, and a Spell attack Modifier of +11.

Miscellaneous Curses A-Z

Most adventurers avoid cursed items like the plague. However, adventurers in a lewd setting may be more willing to expose themselves to such magic, especially if those curses are lewd. The curses below are intended to be interchangeably applied to any item - lewd or otherwise.

They might also serve as fun options for the *bestow curse* spell. The levels listed for each curse represent the suggested level at which bestow curse or remove curse must be cast to apply or remove the curse.

Items which have these curses applied to them gain the following property:

Curse: This item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it within reach at all times.

Animate Load
Lvl 4 curse

Your cum takes on a life of it's own, eagerly seeking out nearby creatures to accost with sexual advances..

Each time you fail a climax saving throw, you summon a Cum Sprite. This sprite uses the same ingame statistics as a mud Mephit (MM pg216), however any damage done by this sprite is instead treated as stimulation. This sprite remains until it is reduced to 0 HP, or forced to make a climax saving throw of it's own.

Awaken Something
Lvl 3 curse

You uh... Didn't know you were into that.

While cursed in this way, you gain the penalty or negative trait, provided by a one of the Fetishes listed in this document. You and the DM work together to determine the fetish. This does not count against the number of fetishes you may have.

Barren Loins
Lvl 3 curse

This curse strikes your seed or womb barren, preventing you from ever bearing children.

While cursed in this way, you become infertile, and have advantage on saving throws against becoming pregnant through nontraditional means.

Bearer of Loads
Lvl 5 curse

You find yourself helplessly aroused by the feeling of a hot load on your skin.

While cursed in this way, whenever a creature cums on your bare skin, you gain 1d10 acid stimulation, and become nymphomanic for the next minute.

Blowjob Mastery
Lvl 3 curse

You are the best at giving head. Everyone knows.

While cursed in this way, the stimulation dice of your mouth and tongue increases to 2d6. Unfortunately, any creature who sees you instantly knows of your prowess with oral sex, even if they do not want to.

Bravo's Bravado
Lvl 3 curse

You are the best at sex. Everyone says so. Even if they disagree.

While cursed in this way, you become brazenly confident of your sexual prowess, regardless of your actual skill. Any creature you have sex with describes the encounter as "the best sex of their life" regardless of their actual experience, although they may do so with clear disdain or sarcasm.

Broken Tongue
Lvl 4 curse

Despite your intelligence, your speech becomes broken and difficult, as if speaking a language you barely know.

While cursed in this way you become unable to speak common clearly, substituting words from other languages they may know, and imparting a thick foreign accent, regardless of your origin. You have disadvantage on charisma checks that rely on spoken word.

Clinging Arousal
Lvl 4 curse

A thick aura of deep arousal clings to you, making it difficult to resist the wiles of others.

While cursed in this way, you become permanently hyperaroused, and have disadvantage on saving throws against the charmed and infatuated conditions, as well as persuasion checks made to seduce you.

Cock of the Beast
Lvl 4 curse

You feel something beastly growing between your legs, and a set of powerful urges to go with it!

While cursed in this way, your cock becomes that of a random monster, chosen by the DM, or if you do not already have a cock, you gain one. The size category of your new cock is determined by the size category of the monster. You experience strongly predatory sexual urges originating from this cock, and feel a constant compulsion to pleasure it, often using the bodies of those around you.

Cuckold's Curse
Lvl 5 curse

Despite your desperation, your body refuses to cooperate in sexual acts, forcing you to do little more than watch.

While cursed in this way, you cannot make direct sexual advances against yourself or other creatures, and you gain no stimulation from direct sexual advances made against you. Instead, when a creature within 10 ft of you that you can see gains stimulation from a direct sexual advance, you must succeed on a DC 15 Wisdom saving throw, or gain psychic stimulation equal to the same amount.

Cupid's Kiss
Lvl 5 curse

Throwing caution to the wind, you fall deeply and hopelessly in love with the next creature you see.

While cursed in this way, you become intoxicated and infatuated with the next sexually compatible creature you see. You treat this creature as the love of your life, and speak of them with the utmost affection. You are completely unaware that you are under the effects of this curse.

Cursed Doll
Lvl 9 curse

Your body becomes intricately entwined with that of an arcane poppet. You must take care to keep it safe from those who would use it against you.

When you gain this curse, *Poppet of Dominion* appears in your possession. This poppet is permanently bound to you, and cannot be un-bound until this curse is removed or broken.

Cursed Form
Lvl 6 curse

Your body shifts before your eyes, trapping you in a body that is not your own

While cursed in this way, your race changes to that of another humanoid, if resurrected by a *Reincarnate* spell. The DM determines your new race, either by rolling randomly from a list of available races, or choosing any race native to your current plane of existence.

Curse of Dust
Lvl 8 curse

Your clothes and armor turn to dust with each strike.

While cursed in this way, Each time you are critically hit by an attack or spell, a single piece of your armor or clothing is magically Disintegrated. Nonmagical items affected in this way are reduced to a fine grey dust. Magical items are instead reduced to an amount of residuum of equivalent value. This curse remains, even if the item it is attached to is destroyed.

Curse of the Gentle Touch
Lvl 5 curse

Your body betrays you faster than most. Climaxing almost instantly. Each time you fail a climax saving throw, you climax instantly, regardless of how many saving throws you have already failed or succeded.

Explosive Climax
Lvl 4 curse

Your climaxes are far too powerful to remain quiet, and frequently leave everyone involved a total mess..

While cursed in this way, whenever you climax, you do so loudly, alerting all creatures within 100ft to your presence and location and producing 1d8 liters of cum. Additionally, after climaxing, you are stunned, rather than incapacitated.

Fartouched Wardrobe
Lvl 5 curse

You find your clothes animated by lustful energies from the far realm; groping and touching you as if suddenly alive. This curse primarily effects clothing and armor, and if applied to a creature, instead extends to the clothes or armor they are currently wearing, or the next set of clothes or armor they put on. Equipment affected by this curse transforms into an alien creature form the far realms

Each time you start a turn below half your maximum arousal, these clothes make a sexual advance against you using either pseudopods or tentacles, using a dexterity modifier of 10 for the advance roll, and dealing acid stimulation in place of the normal stimulation of these implements. Removing equipment that has been transformed in this way requires a DC 20 streght check.

Healer's Lust
Lvl 4 curse

You find yourself erotically enthralled by the act of healing others. While cursed in this way, anytime you use a spell, class feature, or ability to restore hit points to another creature, you gain stimulation equal to the same amount, and become hyperaroused for the next minute.

Irremovable Binding
Lvl 3 curse

Your skin glows with a subtle pattern of etherial chains, which prevent you from removing that which is worn. The next restraint, binding, armor, or article of clothing placed upon or equipped by you becomes permanently equipped, and cannot be removed until this curse is broken. If this curse is instead applied to an item, the cursed item becomes permanently equipped to any creature it is placed upon, or who attunes to it, and cannot be removed without the aid of a remove curse spell or similar magic.

Living Canvas
Lvl 3 curse

That which marks your skin remains there for all of time. While cursed in this way, anything drawn or written upon the surface of your skin becomes a permanent mark, and cannot be removed by any means.

Mantle of Agreeability
Lvl 3 curse

No matter how demeaning a command or request, you cannot force yourself to say "No". While cursed in this way, you cannot verbally or non-verbally communicate the word "no" or any equivalent response to questions, commands, or requests. You may still physically resist or refuse these things, but cannot communicate a negative response in any language.

Milky Mellons
Lvl 4 curse

Your chest swells to a frankly ridiculous size, and you find yourself lactating from the slightest stimulation While cursed in this way, your breast size increases by one size category, or you gain breasts appropriate for your size category if you do not already have breasts.

While aroused, your breasts and lactate a sweet, sugary milk. You are considered vulnerable to any stimulation dealt specifically targeting your breasts.

Nudist's Need.
Lvl 5 curse

You find the touch of fabric or the covering of your bare skin to be not just irritating, but impossible. While Cursed in this way, you cannot willingly wear any visible clothing more modest than lingerie or fetish armor. If this curse is instead applied to an item, that item becomes the sole exception to this curse.

Nymph's Craving
Lvl 5 curse

You find yourself desperately craving oral sex with any creature who exposes themselves to you. While cursed in this way, each time you are exposed to creature's bare genitals, you must succeed on a DC 15 charisma saving throw, or become infatuated by the triggering creature for the next minute, pursuing any opportunity to perform oral sex on them to the best of your ability.

If you succeed on this saving throw, you are immune to the effect as it relates to the triggering creature for the next 24 hour

Overbearing Heat
Lvl 5 curse

This curse afflicts you with the desperate desire to be bred, as if you were an animal in head.

While cursed in this way, you become hyperfertile and hyperaroused. Additionally, you can tell by scent if a creatures is infertile, fertile, or hyperfertile, and are automatically infatuated by hyperfertile creatures.

Owo's Speech
Lvl 3 curse

Despite your intelligence, your speech becomes abrasively cute and childish, and your voice becomes almost mockingly feminine.

While cursed in this way, you become unable to speak without using a childlike and overly adorable accent. You have disadvantage on charisma checks that rely on spoken word.

Perpetual Virgin
Lvl 4 curse

You are a Virgin. Again... Somehow?

While cursed in this way, your virginity is magically restored after each sexual encounter. You do not add your proficiency bonus when making sexual advances, regardless of your skills or proficiencies.

Pleasure Poppet
Lvl 7 curse

Your sensation and arousal become intricately entwined with those of an arcane poppet. You must take care to keep it safe from those who would use it against you.

When you gain this curse, *Poppet of Arousal* appears in your possession. This poppet is permanently bound to you, and cannot be un-bound until this curse is removed or broken.

Premature Climax
Lvl 5 curse

No matter how hard you try, you just can't seem to hold yourself back from an unsatisfying climax.

While cursed in this way, you automatically fail any climax saving throw, unless you are currently denied. If you are denied when you fail a climax saving throw, you are instead affected as if by the *Ruin Orgasm* spell.

Seductive Visions
Lvl 3 curse

Your dreams are overcome with visions of a seductive figure, and this figure calls to you even in your waking hours

While cursed in this way, anytime you dream or enter a dreamlike trance, you are accosted by explicit and seductive dreams of random creature of the DM's choice. This creature is always the same, and you feel a powerful compulsion to seek them out, even while awake.

Sexually Transmitted Lizards
Lvl 4 curse

Harmless lizards nest in your hair or cling to your skin. Certain other creatures also seem to be potently attracted to you.

While Cursed in this way, kobolds within 30 ft of you become hyperaroused, and must succeed on a dc 15 wisdom saving throw at the start of each of their turns or be affected as if by the spell *Siren's Song*.

Sexual Reversal
Lvl 4 curse

Your body's sexual traits reverse themselves, trapping you in an unfamiliar (though not always unwelcome) form. While cursed in this way, your male and female sexual traits are reversed. If you have a Cock, it becomes a Pussy, if you do not have breasts, you gain them. If you do have breasts, you loose them.

Additionally, your body reshapes itself to match your new traits, becoming either dainty and feminine, or strongly masculine. Your Dexterity and Strength Scores are swapped.

Somniac's Sleep
Lvl 8 curse

Your unconscious body is perfect for sex. So much so that you struggle to stay awake while being used.

While cursed in this way, each time a creature succeeds on a direct sexual advance against you, you must succeed on a DC 12 charisma saving throw or fall unconscious. This effect lasts for 10 minutes, and ends early if your turn ends and you have not gained any stimulation since your last turn, or if you are targeted by an attack or harmful effect of any kind.

While unconscious in this way, you cannot be woken by any form of sexual advance, and make climax saving throws at disadvantage.

Stony Embrace
Lvl 8 curse

You are cursed to turn any lover you take as hard as stone, if only temporarily.

While cursed in this way, anytime you sexually penetrate or are penetrated by another creature, the triggering creature must succeed on a dc 15 Constitution saving throw, or be affected as if by the *Medusa's Grasp* spell. This effect lasts for 1 hour, or 24 hours if you climax using the creature's petrified form.

Streetwalker's Wardrobe
Lvl 5 curse

You are forever cursed to bear yourself to the gaze of lechers and perverts.

While cursed in this way, any armor instead becomes fetish armor, and any clothing or other equipment you wear magically reforms into to a sexualized parody of itself. This effect persists only so long as the item is worn by you, and any equipment reverts to it's normal form as soon as it is doffed or removed.

Submissive's Weakness
Lvl 3 curse

Despite how demeaning it might be, you can't help but submit to the will of those stronger than you.

While cursed in this way, you act submissively (not necessarily obediently) towards any creature with a higher strength score than your own. Anytime you fail saving throw against the fear or charmed conditions, or against an intimidation check, you become hyperaroused for the next minute.

Rapid Resizing
Lvl 3 curse

Much to your alarm, you find important parts of your anatomy growing or shrinking before your eyes

When you gain this curse, roll one 1d6. On a result of 1-3, one of your natural sexual implements decreases in size by one size category. On a roll of 4-6, one of your natural sexual implements instead increases in size by one size category.

While cursed in this way, this change becomes permanent, and the affected implement's size cannot be altered except by a lustbrand or similarly powerful magic.

Tongue of the Beast
Lvl 6 curse

To your horror, you become incapable of speaking except through barks, meows, or other animal noises.

While cursed in this way, you are treated as if under the effect of the *speak with animals* spell, but cannot communicate verbally except in the form of animal noises and other nonverbal sounds, such as growls or whines. You still understand any languages you are proficient in, but cannot speak them.

Vice of Vega
Lvl 4 curse

The allure of vice and addiction call to you like a siren song, trapping you within your own addictions, and making new ones all the more prevalent

While cursed in this way, you have disadvantage on addiction saving throws, and feel a powerful draw to try vices you have never experienced before. Additionally, your Inhibition Bonus is reduced by the number of Vices you are addicted to.

Whore's Greed
Lvl 4 curse

Despite your protests, you find it nigh impossible to refuse the advances of paying customers

While cursed in this way, whenever you are offered monetary compensation for a sexual act, you must succeed on a DC 15 wisdom saving throw or perform said act as if affected by the Suggestion spell.

Wild Climax
Lvl 4 curse

You orgasms have... Unpredictable effects.

While cursed in this way, anytime you fail a climax saving throw, you must immediately roll on the Lewd Wild Magic table to create a magical effect.

Backgrounds

Not all adventurers begin their journey as such. Sometimes adventure is just what happens when you go looking for a good time. The backgrounds below represent a selection of themes regularly found in erotic stories, but distinctly missing from official sources. Some of these background include a new element: Racial Templates these are additional racial traits added to those of your usual race.

Accursed Wanderer

Perhaps by the vindictive act of cruel mage, or perhaps by the fault of your own naïve adventuring, you have spent much of your life under the power of a powerful curse. Unable to live a normal life, you have taken up the life of an adventurer in hopes of finding a cure - or perhaps just acceptance

Skill Proficiencies: Investigation, Arcana
Languages: an exotic language of your choice
Tool Proficiencies: a single weapon or sexual implement of your choice
Equipment: A set of traveler's clothes, a Dungeoneer's Kit, and a single weapon or sexual implement of your choice.

Feature: Cursemarked

You bear a powerful curse which cannot be easily dispelled through normal means. Choose a Lustbrand or curse from the Lustbrand or Miscellaneous Curses sections of this document, or work together with your DM to create a unique curse of your own. This curse cannot be removed by way of the remove curse spell.

Feature: Curse-sense

You are more aware than most of just how devastating curses can be, and have learned enough in your travels to recognize their presence. You automatically recognize the presence, but not the nature of any curses on creatures or objects you touch.

Suggested Characteristics

A powerful curse is a flaw that can beget all manner of other flaws, and it's exact nature often determines what bonds and ideals an accursed wanderer has developed along their travels. The lives of these individuals unfold in unconventional ways because of curse that afflicts them, frequently defining or altering their personality

D6	Personality Trait
1	*Dealing with my situation has left me surly and bad-tempered when the subject of my curse is brought up.*
2	*I come up with elaborate stories to explain my curse in order to disguise the embarrassing truth.*
3	*I'm less upset that I have been cursed, than that it had to be this specific curse.*
4	*I do my best to conceal any evidence of my curse, whether out of shame or concern.*
5	*I will never willingly admit it, but I actually find my curse horribly arousing.*
6	*I tend towards planning for worst-case scenarios, then act vindicated if they come true.*

D6	Ideal
1	*Penance. I know why I was given this curse, and are determined to use it as a reminder to better myself. (Lawful)*
2	*Revenge. The indignity I have suffered has only intensified my desire to see the ones responsible suffer in kind. (Chaotic)*
3	*Hope. No matter what happens, I always hold hope that things will get better. It just has to. (Good)*
4	*Acceptance. I have long since accepted my curse, and work to help others accept themselves and their situations (Lawful)*
5	*Blessing. What others call a curse, I call a blessing, and I hope to share similar blessings with others. (Evil)*
6	*Caution. I earned my curse through the brashness of my actions, and now I caution others to help them avoid the same fate (Good)*

D6	Bond
1	*I was once temporarily freed from my curse, and I have been chasing after it ever since.*
2	*I still keep in contact with a sage, wizard, or scholar who is researching cases like mine in the hopes of finding a cure.*
3	*My curse has a set of conditions under which it may be lifted, but I'm not certain I can fulfill them.*
4	*I have a close friendship with another cursed individual. Their experience gave me perspective, and helped me to find my way in the world.*
5	*I do not know exactly who cursed me, but I have some clue or memento that may hint at their identity.*
6	*I was a very different person before I was cursed. But ties to that old life still exist, determined to drag me back.*

D6	Flaw
1	*My situation has left me with a bitter persecution complex. No one else has suffered as much as I have.*
2	*I harbor an intense distrust of magic, magical creatures, and anyone who practices the arcane arts*
3	*I am too quick to trust others who claim to have suffered as I have.*
4	*I am extremely reluctant to risk anything that might trigger my curse, even if in dire circumstances.*
5	*I am quick to give in to my curse, and treat it as an excuse to get out of any situation I don't like.*
6	*I avoid any sort of lasting commitments, obligations, and expectations wherever I can.*

Mark of the Beast

Whether by unfortunate encounter, or moon-touched birth, you are a carrier of the Lunar Curse of Bestiathropy. Your natural instincts drive you in animalistic ways, and society is quick to fear you should they find out what you are

Skill Proficiencies: Nature, Survival
Languages: None
Tool Proficiencies: Disguise Kit, Herbalism Kit
Equipment: Three sets of traveler's clothes, a Dungeoneer's Kit, and a set of heavy iron manacles.

Racial Template: Bestiathrope

You are considered a beastithrope, and gain the following traits based on the Bestiathrope Race

- Inhibition Bonus is reduced by 1.
- You gain the **Bestial Blood** and **Bestial Instincts** racial traits.
- You gain the **Lunar Transformation**, **Silver Aversion** and **Waxing hunger** racial traits.
- You gain the **Monstrous Transformation**, trait from the Halfmoon subrace.

Feature: Animal Tendencies

Try as you might it is impossible to keep your bestial nature completely in check. Your slightly animalistic features and occasional lapses instinctive habit mark you as inherently suspicious in places where bestiathropes are known and feared. People in these places are likely to refuse your business, or choose you as an easy scapegoat when something goes wrong.

Suggested Characteristics

Bestiathropes are as varied as the animal kingdom itself, and the beast they are cursed to become holds immense bearing on their personality and ideals. The bonds of a bestiathrope might be tragic, or tie them closely to others of their kind, and it is not uncommon for a bestiathrope to develop animalistic flaws driven by thier overpowering naural instincts.

D6	Personality Trait
1	*As stereotypical as it may seem, I find creature comforts associated with my animal aspect deeply satisfying, and indulge in them where I can.*
2	*I ascribe fitting animals to my non-bestiathrope acquaintances, and tend to think of them as such.*
3	*I lean into the behaviour of my animal form, playing it up sometimes to a comical degree.*
4	*I delight in socially-acceptable ways to indulge in my primal urges, be it battle, vice, merriment, or sex.*
5	*I believe that all creatures deserve the same rights, and dignities, afforded to humanoid races*
6	*I feel more comfortable with the companionship of beasts than I do in the company of other people*

D6	Ideal
1	*Trust. My trust is hard-won and ironclad once earned. But once broken, it can never be fully repaired. (Any)*
2	*Authenticity. Everyone should be free to be their genuine self. No one should ever have to repress or hide their true nature. (Chaotic)*
3	*Nature. The laws of the wild govern all living creatures. More than any other code or will, the ways of nature must be abided by. (Lawful)*
4	*Instinct. If everyone is going to treat me like animal anyway, why not embrace it? (Chaotic)*
5	*Discipline. My instincts are a part of me, but they do not rule me. We should all strive to be more than the beasts we appear to be. (Lawful)*
6	*Solidarity. Just as bestiathropy takes many strains, so does prejudice. All who are shunned by society may find kinship in one another. (Good)*

D6	Bond
1	*I keep in covert contact with others of my kind, passing information and warnings among our community.*
2	*I have connections with the animals of the region, and as many friends and enemies among them as I do in humanoid society.*
3	*I badly wronged someone while under the influence of my curse, and to this day cannot forgive myself.*
4	*I was taken under the wing of a group of other bestiathropes, who taught me how to master my condition. I owe them a great deal.*
5	*I am in pursuit of others of my kind, and a place where I can be accepted.*
6	*I am hunting for the beast that turned me, and intend to prevent it from hurting anyone else ever again.*

D6	Flaw
1	*I see the world through the lens of animal behavior, causing frequent misunderstandings and difficulty socializing.*
2	*No matter where I go, I never think of myself as a member of the in-group.*
3	*I suffer from an instinctive hatred or fear of a certain kind of sensation, be it a color, a sound, a scent, or a behaviour, which forces me into a fight-or-flight response.*
4	*If I don't regularly indulge in my animal tendencies, they will express themselves against my will.*
5	*My curse manifests itself as a distinct persona within me, who I must be negotiated with to maintain my humanoid control.*
6	*I find humanoid rituals like bathing uncomfortable, and will make any excuse to avoid them.*

Bound Servant

For as long as you remember, you have been bound to in the service of another. Maybe your family has attended a particular noble house for generations, or perhaps you were taken in from a young age, and trained to serve as a household retainer. Whatever the case, you were treated well enough for your efforts, and learned the skills and trades of a refined servant.

Skill Proficiencies: Perception, History
Languages: None
Tool Proficiencies: Cook's utensils, weaver's tools
Equipment: A set of fine servants clothes or harem robes, a set of common clothes, a weaver's kit or a cook's utensils, a box of low temp candles, a blanket, and a hooded lantern .

Feature: Servant's Welcome

You are treated kindly by other servants, who will do their best to aid you. You carry references from your former employer, which allow you to easily find work for yourself in any noble house or place where fine servants are employed.

Suggested Characteristics

Servants are beneath the notice of most, but often hold a better understanding of the noble houses they serve than the nobles themselves. How they were treated and what master they served both affect their ideal and the flaws they might carry, as well as the personal or professional bonds they may have developed during their employment.

D6	Personality Trait
1	*I am obsessively polite, even to enemies or in situations that don't call for it.*
2	*I refer to everyone around me as "Sir", "Madame", or some other honorific, even if I am their equal.*
3	*I am perpetually busy. Even in my downtime, I have to keep my hands occupied.*
4	*I have an encyclopedic knowledge of fine household wares, and how to properly care for them.*
5	*I have always fantasized about being the one others serve, though I know it will never happen.*
6	*I am quick to give an earful even to those I serve. But only because I care.*

D6	Ideal
1	*Honor. A servant must carry the pride and weight of their master's name, and strive to represent them well. My failures will reflect poorly on them. (Good)*
2	*Devotion. A promise or pledge of service is a sacred thing. I must do my utmost to keep my word and serve faithfully. (Lawful)*
3	*Heirarchy. Service to power confers power onto the servant. In representing my master, I am greater than those who serve weaker lords. (Lawful)*
4	*Dignity. Obedience is not blind. Any master or cause that mistreats or does not appreciate me is unworthy of my service. (Chaotic)*
5	*Submission. Some people are simply meant to serve others. I am one of those people. (Any)*
6	*Hard Work. I believe that if you are going to do something, you should do it right. Anyone who isn't willing to put the work in isn't worth my time or respect (Lawful)*

D6	Bond
1	*I am deeply in love with the one I serve, and would do anything for them, even if it puts me or others in harm's way*
2	*I once served a terrible master, and the abuse they inflicted on me is nothing compared to what I helped them do to others.*
3	*My family has served the same master for generations, and they have always been good to us.*
4	*The one I serve rescued me from terrible circumstances, and I owe them my life.*
5	*My former master died under mysterious circumstances, and I will find the ones responsible.*
6	*My only tie is to the one who pays me. If someone else wants to may me more, I would be stupid not to take their offer.*

D6	Flaw
1	*I have never ventured far beyond the house or manor I served in, and it shows.*
2	*I am eager to help with anything I can. Even when my help isn't wanted.*
3	*I am obsessively clean, and cannot rest unless everything around me is in perfect order.*
4	*I used to manage an entire staff of lesser servants, and I order my friends and allies about in exactly the same way.*
5	*I resent my role as a servant, and meet every demand or request the a level of malicious compliance.*
6	*I am submissive to a fault, and frequently find myself following orders from people who have no place ordering me about.*

Concuborn

The very nature of Concubi leads them to be promiscuous, seeking out sex with a range of partners to help sate their mortal hunger. This means that most Concubi children are born of non-Concubi parents. You are one of these "Concuborn" children, and have been afflicted with the intense lustful desires of your parentage since your first sexual encounter

Skill Proficiencies: Persuasion, Insight
Languages: None
Tool Proficiencies: Two Artificial Sexual Implements of your choice
Equipment: A set of fine lingerie or fetish armor, a bedroll, a bar of soap, and a Self-Pleasure Pack or Harlot's Pack.

Racial Template: Concubi

You are considered a concubi, and gain the following traits

- Your Charism Score increases By 1.
- Inhibition Bonus is reduced by 1.
- You gain the **Lustful Hunger** and **Lustbranded** racial traits.
- While above half your maximum hit points, you have advantage on checks made to recover from the effects of climax.

Feature: Branded By Sin

While it can be difficult to tell a concuborn from others of their race, your raw sex appeal and insatiable appetite for sex encourage plenty of rumours. In places where your reputation is known, you are likely to be labelled a harlot or worse, and you may be denied entry or service by more prudish individuals and institutions.

Suggested Characteristics

Concubi are defined by the nature of their lustbrand, and the sexual appetites that accompany it. Even those who struggle against their nature are shaped by this struggle, forming bonds and ideals that allow them to continue forward. Others relish in what others would call flaws, and build their personality around the lustful nature of their existence.

D6	Personality Trait
1	*I hide my supernatural attractiveness beneath layers of baggy or unattractive clothing, so as not to attract attention.*
2	*I am always horny. Always. I can barely go an hour without thinking about sex.*
3	*I fantasize about everyone around me. Especially my friends and companions.*
4	*I make constant sex jokes and treat everything as an innuendo.*
5	*I dress and act as provocatively as possible, because who wouldn't want to look at me?*
6	*I avoid touching people, because it's hard to resist the urges if I don't.*

D6	Ideal
1	*Consent. Even with what I am, I refuse to take advantage of others. (Good)*
2	*Fun. Life is short, and I see no reason to waste it denying myself pleasure. (Chaotic)*
3	*Experience. Life is about trying new things, and having new experiences. I want to try everything at least once. (Any)*
4	*Lust. I am a creature of passion, and it would be wrong to deny that. I live for sex, and feed as often as I can. (Chaotic)*
5	*Control. I have the sex appeal to get anything I want from anyone I want, and I intend to use it. (Evil)*
6	*Love. Sex is an act of love, and I love deeply and passionately.*

D6	Bond
1	*I never met my Concubi parent, and only have vague information to go on, but I hope to track them down someday.*
2	*I accidentally hurt someone I loved when my cursed heritage awakened for the first time, and that trauma has shaken me to the bone.*
3	*I once had sex so amazing that I wasn't hungry for more than a week. I've been chasing that high ever since.*
4	*I once let my hunger get the best of me, and had sex with someone I really shouldn't have. I regret that mistake to this day.*
5	*I still don't know what I am, and mistakenly blame someone else for cursing me.*
6	*I have more ex's than I can count, and not all of them are particularly happy with me.*

D6	Flaw
1	*I am easily distracted by anyone I find attractive, and often get lost in sexual fantasies instead of focusing on the task at hand.*
2	*I'm the hottest thing this side of the nine hells, and anyone who doesn't think so is just jealous.*
3	*I'm a notorious party animal, and will never turn down drugs or alcohol.*
4	*I repress my desires to an unhealthy degree, sometimes refusing to feed until I become physically ill.*
5	*I'm terrified of commitment, because it would be so easy for me to hurt someone I love.*
6	*I'll fuck anything that moves, and everyone knows it. I get into more trouble because of my sex life than I ever have adventuring.*

Defiled Hero

Once upon a time, you were a great hero of your people, but you were defeated so completely that you can hardly be called the same person. Perhaps you were captured and tortured until your spirit broke, or maybe you changed sides upon gaining a better understanding of the truth. Whatever the case, you are a hero no more. ...Though you hesitate to call yourself the villain

Skill Proficiencies: Any two skills of your choice
Languages: One language of your choice
Tool Proficiencies: One martial weapon of your choice.
Equipment: Dungeoneer's Kit or Priest's pack, a unique set of mundane armor or fetish armor, and a unique and recognizable martial weapon.

Feature: Jaded Hero

You know the nightmares that lurk in the darkness, and the evil that hides in plain sight. You have advantage on saving throws made against intimidation checks or the frightened condition

Optional Feature: Lustful corruption

Your fall was the result of sinful acts that have marked you forever. You gain a single Lustbrand of your choice, as well as a single Fetish of your choice.

Suggested Characteristics

It takes more than a simple defeat to create a fallen hero, and many who fall are changed forever. Jaded to the world around them or corrupted by the dark forces they once tried to oppose, many such heros are deeply flawed, with personalities and ideals that are direct inversions of their former nature. The bonds that hold a fallen hero are seldom pure or wholesome, although they may have started that way long ago

D6	Personality Trait
1	*I can't stand the person I used to be. That hero who fell was absolutely pathetic.*
2	*I still pretend to be the same person I was before, but deep down, I know the truth.*
3	*I smile far too much and far too wide. Especially when I shouldn't be smiling at all.*
4	*I have seen too much of the world to take anything at face value.*
5	*I try to leave warnings for others, so they might avoid the fate that has befallen me.*
6	*I want to heal from my trauma, but I honestly don't know if it's possible anymore.*

D6	Ideal
1	*Resistance. I have to fight this corruption, no matter how good it would feel to just give in. (Good)*
2	*Truth. I discovered some great and terrible truth that turned me from my former path. I wont allow others to be lied to anymore (Lawful)*
3	*Corruption. This "curse" is the best thing to ever happen to me. The whole world should feel this good. (Evil?)*
4	*Perversion. I have been perverted from my former self, and my former ideals are now what I hate the most. (Chaotic)*
5	*Justice. My morals may be different, but I still serve the cause of justice, and will bring judgment down upon all those who deserve it. (Lawful)*
6	*Pleasure. My mind has been twisted and now I serve no cause but my own base desires. Why should I resist what feels so good?*

D6	Bond
1	*I allowed myself to be defeated so that someone I love wouldn't be harmed. What happens to me doesn't matter, as long as they are safe.*
2	*My former companions are still fighting against the same forces that defeated me. I can't wait to defile and corrupt them.*
3	*I have sworn fealty to my former enemy, and will serve as their loyal warrior and consort.*
4	*I was lied to my entire life, and now I intend to face those who perpetrated those lies.*
5	*I am merely a puppet of something much more powerful, my Master pulls the strings and I have no choice but to Obey.*
6	*I was betrayed or abandoned by those I trusted, and now I seek revenge for what I was forced to endure.*

D6	Flaw
1	*Moderation is something I abandoned long ago. I'm addicted to pleasure in all it's forms.*
2	*More than my will was broken by what I went through. A spark of insanity has taken hold in my mind.*
3	*My experiences have made me jaded to the world around me, and I refuse to see other's points of view.*
4	*I often have painful flashbacks of what was done to me, and struggle to find any peace in sleep.*
5	*I will blame anyone for my failures except myself.*
6	*I hate seeing the naïvety of others, and quickly lose my temper when faced with their stupidity.*

Dungeon Native

You are a native inhabitant of lost and forbidden Paradisium. Having spent your life within the corrupted Eden of lust, you come from a world as hostile and dangerous as it is wondrous and unrestrained. How you escaped it's endless passages and fathomless depths is a story only you can tell, but now you face a world infinitely more repressed than the one you came from

Skill Proficiencies: Arcana, Survival
Languages: None
Tool Proficiencies: Two Artificial Sexual Implements of your choice
Equipment: A Self-Pleasure Pack and a Dungeoneer's Kit or Explorer's Pack, a set of fetish armor, 10 condoms, and a potion of infertility.

Drawback: Lustbranded

No creature born of paradisium escape's it's corruptive influence. You gain a single Lustbrand of your choice, as well as any one fetish of your choice.

Feature: Well Prepared

You are no stranger to the dangers of the world, both violent and sexual. You know how to craft basic contraceptives such as condoms or potions of infertility, and you when making initiative rolls, you add half your Inhibition Bonus to the result.

Suggested Characteristics

Denizens of Paradisium are shaped by the dangers and freedoms of the hedonistic dungeon in which they live. Because of this, their ideals and personalities can be quite different from those of the surface world, often celebrating elements of their nature that others would consider flaws. Dungeon Natives form strong bonds with each other, both for the sake of survival and by nature of the intensely sexual world they come from.

D6	Personality Trait
1	*I don't talk much about my past. I'm not certain anyone would beleive me.*
2	*I value control, and crave the pleasure and gratification I get form sexually dominating others.*
3	*The greatest pleasure and satisfaction I can feel comes from sexually submitting to the will of others.*
4	*I don't consider my self particularly kinky, but I think most people would disagree.*
5	*Sex isn't anything sacred to me. I fuck freely and for fun.*
6	*I'm fascinated by the way those outside the dungeon repress their desires and demonize sexuality.*

D6	Ideal
1	*Sexuality. I am driven by erotic desires and a deep need for sexual gratification, What motivation could be more pure? (Chaotic)*
2	*Community. People are stronger when connected as part of a community of caring, like-minded people. (Good)*
3	*Taboo. I exalt in the perverse and the forbidden. The greatest pleasures are those others are afraid to enjoy (Chaotic)*
4	*Experience. I crave new experiences, and love discovering new things about myself (Chaotic)*
5	*Love. Passion and pleasure are intrinsically linked, and nothing is more passionate than love. (Good)*
6	*Communication. Open and honest communication is crucial for any relationship, be that the bond between lovers, or the connection of a king to his people. (Lawful)*

D6	Bond
1	*I do the bidding of The Mistress, or some other powerful entity trapped within Paradisium.*
2	*I found love in the underground world I call home, and even now, I hold that person (or persons) in my heart.*
3	*I left someone behind when I escaped Paradisium, and someday I hope to see them again.*
4	*I left my home in The Dungeon to find answers about the world and gods of the surface.*
5	*I am searching for the ancestral lands my people inhabited before they became trapped within Paradisium.*
6	*I don't know how I found my way out of The Dungeon, but now all I can think about is finding my way home.*

D6	Flaw
1	*Sex is hardly the only vice I enjoy, and have (or have) my fair share of addictions.*
2	*I don't understand the restrictive culture of the surface world, and frequently get myself in trouble through acts of open sexuality.*
3	*I refuse to used contraceptives, or to deal with the consequences of that refusal.*
4	*I assume any problem can be solved with enough sex, even if those involved don't agree.*
5	*I consistently forget that monsters on the surface are more likely to kill and eat me than to just fuck me senseless.*
6	*I have enough angry ex-lovers to form a small army. But I'm sure that will never come back to haunt me.*

Enslaved

You have spent more of your live in chains and shackles than you have free of the slaver's lash. Perhaps you were taken as a prisoner of war, or simply captured by slavers along some ill-fated pilgrimage. Maybe you even chose this lot, selling yourself to another for protection or pleasure. Whatever the case, your journey has not been an easy one, and the freedom you know now is an adventure in and of itself.

Skill Proficiencies: Deception, Perception
Languages: None
Tool Proficiencies: Thieve's tools, A gaming set of your choice.
Equipment: A set of tattered clothes, or a set of harem robes, a pair of manacles or leather cuffs, a slave color or slave harness, and 10 ft of chain

Feature: Meek Appearance

You know hot to keep your head down, and your ears open. You seldom draw attention in any circumstance, and will rarely draw suspicion from those in power. You have advantage on persuasion checks made to avoid death or punishment, but only once per creature.

Suggested Characteristics

Few slaves find themselves in such circumstances by choice, and the bonds they hold are frequently ties to their former lives. Shaped by hardship, their personalities and ideals might range from combative and rebellious, to meek and subservient. Those who have spent so much time enslaved rarely escape without immense pain and trauma-fuelled flaws.

D6	Personality Trait
1	*I still treat everyone as my superior and look to serve, even though I no longer have to.*
2	*I loath my freedom and seek to find a new owner who will treat me properly.*
3	*I still carry the chains that bound me in way shape or form. They are a physical reminder of the hardships I have overcome..*
4	*I like to boast and tell increasingly tall tales about how I escaped slavery. In reality, it was just dumb luck.*
5	*I eat like I may never see food again. Can you blame me? For a long time, there was a strong possibility I wouldn't.*
6	*I don't remember much of my time in slavery. I must have blotted it out of my memory just to stay sane.*

D6	Ideal
1	*Freedom. I believe that everyone deserves to be free, and that it is wrong to hold others in bondage. (Good)*
2	*Power. I believe those with power will always rule over those without. I never want to be powerless again. (Any)*
3	*Compassion. I believe that everyone deserves compassion, no matter who they are or what they have done. (Good)*
4	*Submission. I know my place, and have no need or desire to change it. (Lawful)*
5	*Restraint. I am in chains for a reason, and it's better for everyone involved if they are never removed. (Chaotic)*
6	*Equality. I believe that sentient creature is inherently less than any other, and that no one has the right to hold power over others. (Good)*

D6	Bond
1	*I may look free, but I am still a slave to another, and must do their bidding whether I like it or not.*
2	*I had a life before all this, and I hope to reclaim even a small part of that life.*
3	*Someone specific is responsible for my enslavement. And I am going to make certain they pay for it.*
4	*I formed a close bond with another slave before I found my freedom, and I just hope that i can someday help them escape too.*
5	*A guard or other member of my slaver's entourage helped me in my escape. I owe them a debt that I hope to repay someday.*
6	*I developed strong feelings for the one who kept me as a slave, and others don't understand how I could I love them.*

D6	Flaw
1	*I will never be ordered around again. Even if it means disregarding my safety or defying instructions I know are important..*
2	*I treat others with the same brutality I was treated. I don't know anything else*
3	*I am easily startled by loud voices, or anything I still associate with being punished.*
4	*I'm not used to the creature comforts of freedom, and often forget to bathe or otherwise take care of my own hygiene.*
5	*I picked up a number of vices during my time as a slave, and still struggle with addiction.*
6	*What's mine is mine, and if anyone even looks at it to hard, they better be prepared for a fight.*

Fiction No More

You have spent most of your life reading or writing stories about others and their adventures, but you never expected the adventures to come to you. But now, one of your stories has come to life, and for better or worse, you have become swept up in it. Unprepared as you might have been for what now face, you know this story well, and may be the best hope it has of a happy ending.

Skill Proficiencies: Choose two from History, Religion, and Arcana
Languages: One languages of your choice
Tool Proficiencies: Calligrapher's supplies
Equipment: A scholar's pack and a well bound notebook or sketching pad, Calligrapher's supplies, a set of common clothes, a bar of soap, and a worn or unfinished copy of the story you now seem to be a part of.

Feature: Avid Reader/Writer

You have an encyclopedic knowledge of the story and characters, and the way events are meant to play out. It is up to your DM to determine how accurately the very real manifestations of these things are to the story you know.

Suggested Characteristics

It is not common for an author or student of fiction to find themselves wrapped up in their own tale, but it is quite common for such individuals to share ideals or personality traits with the characters they know so well. Their flaws are often what they most draw inspiration from, either on purpose or by accident, and the bonds they hold may belong more to the fantasy in which they escape than to the world in which they thought they lived.

D6	Personality Trait
1	*I constantly recite lines of the story I know from heart, mumbling them under my breath whenever they come true.*
2	*I'm careful not to let anyone find out that I'm really just a bookworm.*
3	*I am an encyclopedia of absolutely useless information about the world of this story, not to mention all the extended cannon.*
4	*I keep telling everyone I'm not a hero, but no one seems to listen...*
5	*I'm over-excited to be a part of a real adventure, and often forget the very real danger I am in.*
6	*I'm not actually ay good at this. I keep succeeding out of pure dumb luck.*

D6	Ideal
1	*Wonder. I know this story so well, and I can't help but be enraptured by it now that it has come to life around me. (Any)*
2	*Knowledge. I remember every detail of the story I'm now a part of, and I plan to use it to my advantage. (Lawful)*
3	*Cannon. I know how this story is supposed to go, and it's my job to make sure everything happens the way it's supposed to (Lawful)*
4	*Revision. There are certain part of this story that never sat right with me, and this is my chance to set them right. (Chaotic)*
5	*Heroism. I'm the hero now, and it's up to me to save the world. (Good)*
6	*Curiosity. I've read this story so many times. Now I get to truely explore every facet of it. Even the parts that were never written down. (Any)*

D6	Bond
1	*In my story, the protagonist meets becomes madly entwined with an exotic lover. I'm ...sortof looking forward to that part.*
2	*The hero of my story is defeated in a climactic battle, and corrupted to the side of evil. Will the same thing happen to me?*
3	*According to the story, I'm fated to die heroically in the final climax. I'm not sure I'm ready for that...*
4	*I've always been obsessed with the villain of my story. I'm certain I can fix them.*
5	*I've always thought the hero of this story chose the wrong love interest. I'm not making the same mistake.*
6	*The characters in this story have always sortof felt like family to me. I can't wait to meet them for real.*

D6	Flaw
1	*I've spent so long writing my own head cannon, that I often loose the plot entirely*
2	*I think I know everything about every character in this story, and am outraged when something is different than the tale I know.*
3	*I am in over my head, and absolutely terrified that people will find out I have no idea what I'm doing.*
4	*I like to go wildly off-script, just to see what will happen.*
5	*I know I'm the protagonist, and I act like it too. Much to the frustration of everyone around me.*
6	*I can't even talk to people I don't know! How Am I supposed to be the confident protagonist this story needs???*

Metamorphic Convert

Either by gift or by curse, you have undergone metamorphosis into a new and wonderful Vespian form. Who you once were is only a foggy memory, and who you are now lives to serve the hive.

Skill Proficiencies: Nature, Survival
Languages: Sylvian
Tool Proficiencies: Herbalist's supplies
Equipment: Diplomats pack or Explorer's Pack, Calligrapher's supplies, a 3 daggers made from Vespian Amber, an additional waterskin, and small memento of your former life.

Racial Template: Vespia

You are considered a Vespia Page, and gain the following traits

- Your Dexterity Score increases By 1.
- Inhibition Bonus is reduced by 1.
- You gain the **Honeyed Mounds, Insectoid Limbs,** and **Pheromone Communication** racial traits from the Vespia race.
- You gain the **High Metabolism, Movement Based Vision** and **Smoke Aversion**, racial traits from the Vespia race.
- You gain the **Undeveloped Wings** racial trait from the Nymph subrace Vespia.
- You are Invariably loyal to your hive, and cannot knowingly act against the interest of the hive or it's Queen

Suggested Characteristics

Vespian metamorphosis is either a great honor provided to those who have loyally served a vespian queen, or a transformative curse used to turn enemies of the hive into loyal workers and defenders. The reason you were transformed can determine your flaws and personality traits, while the result of your transformation will determine your bonds and ideals

D6	Personality Trait
1	*I sometimes remember clear flashes of a former life, which I seek to learn more about.*
2	*Whoever I was before is unimportant to me now. I am happy as part of a greater whole.*
3	*In my nightmares, I remember terrible flashes of who I was before - a person I wish I could forget.*
4	*I sometimes doubt if I made the right decision becoming part of this hive. But it is far too late to change my decision now.*
5	*The world around me is so much more vibrant through the senses I have now. I am easily amused by the simplest of things.*
6	*This new life is overwhelming, and I often need time to step back and process all the new senses pressing on my mind.*

D6	Ideal
1	*Recruitment. The form of the vespia is perfect, and I hope to share it's perfection with the world. (Any)*
2	*Community. I exist for my sisters, and they for me. We are stronger as a hive than we coudl ever be alone . (Lawful)*
3	*Loyalty. I belong to the hive and it's queen, and it is not my place to question her judgment. (Lawful)*
4	*Insurrection. I did not ask to become this insect, and I am constantly in search of ways to break free of the hive's control. (Chaotic)*
5	*Nature. I seek to protect the beauty I have only just begun to discover as a Vespia. (Good)*
6	*Curiosity. The world feels new to me, even if have loose memories of a life before. I wish to experience as much as possible. (Any)*

D6	Bond
1	*I can sometimes hear my own voice speaking in my head as if from far away, trying to remind me of things I have forgotten.*
2	*My Queen is the most beautiful creature I have ever known. She is my love, my life, and my everything*
3	*I have vague memories of someone who was once important to me. I am not sure why, but I hope to meet them someday.*
4	*I detest these insects for what they have done to me, and detest myself for becoming one of them.*
5	*I have felt more loved and welcomed among my sisters here than I ever did in my old life, and I would do anything to preserve that happiness.*
6	*I joined this hive following someone I cared about, and I feel closer to them now that I could have ever imagined.*

D6	Flaw
1	*I may be unable to act against these insects, but I can still rebel through inaction. I feign ineptitude as my only recompense.*
2	*I am still learning about this new body and all the sensations it can experience - especially the pleasurable ones.*
3	*More than my memories are a foggy blur, and I frequently find it easier to follow directions than to think for myself.*
4	*I struggle with the lack of privacy afforded to my new kind, and hold desperately to even inane secrets..*
5	*I feel like a child still learning to walk, and struggle to make effective use of this new form.*
6	*This new form is more powerful than my old one, but I am still a poor judge of my own capabilities, often overestimating what I can handle on my own.*

Otherworlder

You come from another time, or another place. Be it a magical well, a cursed board game, or the ever-reliable truck-kun, you now find yourself in an unfamiliar world full of wonders you never hoped to experience, and dangers you never imagined you might face. Lost, alone, and probably a little confused, it seems your life has suddenly become a lot more interesting

Skill Proficiencies: Medicine, Investigation
Languages: One language from your world of origin
Tool Proficiencies: One set of artisan tools of your choice.
Equipment: Work with your DM to determine what you might have carried with you from the other world

Drawback: Outsider

Your unfamiliarity with this world is evident, and even children wonder at how little you know of the world. You have disadvantage on history and religion checks.

Feature: Knowledge of Another World

You have knowledge of strange concepts and ideas that occasionally overshadow even the most renowned experts of this world. When you make a skill check, you may choose to roll 1d10 and add it to the result. You must complete a long rest before you may do so again.

Suggested Characteristics

Outsiders can come form anywhere - be it a far away land, another time, or even another dimension - and their Personalities and Ideals are reflections of the worlds they come from. They are likely to have flaws in adjusting to the new world around them and hold bonds to people, places, and organizations that simply don't exist here. How they face the challenges of a new world, and cope with the loss of everything they know is what truly defines an outsider.

D6	Personality Trait
1	*I'm still convinced that this is all just a crazy dream, and at some point I'm going to wake up.*
2	*I used to play games like this all the time, and think of everything in terms of gameplay mechanics.*
3	*I love to tell great tales about how important I am in my won world, whether or not they are true.*
4	*I am constantly comparing this world to my own, and comment on any differences I find.*
5	*I can't help but be struck with wonder by even the simplest things in this new world.*
6	*I try my best to hide my naïvety of this world and its customs.*

D6	Ideal
1	*Heroism. I know how this works. I've been transported to another world, and must be the hero fated so save it from disaster. (Good)*
2	*Knowledge. The knowledge I brought from my own world could change the lives of the people in this world (Any)*
3	*Return. I never asked for any of this, and all I want is to find a way home. (Any)*
4	*Quest. I came to this world for a reason and is something important I must do here before I can return home. (Lawful)*
5	*Strength. I have power in this world that I have never had before. I cant wait to get stronger. (Any)*
6	*Preservation. I'm not supposed to be here, and it's important that I don't drastically alter the development of this world. (Lawful)*

D6	Bond
1	*I have already fallen deeply in love with someone in this world and will do anything to keep them safe.*
2	*I can only imagine how worried my friends and family must be back home.*
3	*People seem to think I'm some sort of hero sent by the gods, and expect me to save them from things I don't even understand.*
4	*Something important was taken from me, and I cannot return to my own world until I get it back.*
5	*I seem to have collected a small harem of companions, all of whom are for some reason attracted to me.*
6	*An old relative use to tell me stories of this world. I never imagined they might be true*

D6	Flaw
1	*I don't believe any of this is real, so I frequently ignore the consequences of my actions.*
2	*I never realized just how hard life would be without the amenities and conveniences I used to take for granted.*
3	*I find the cultures and customs of this world to be backwards, uncivilized, or even hateful.*
4	*I just cant get the hang of how people talk here, and get frustrated when people don't understand me.*
5	*I'm convinced I am the hero of this story, and I that I have plot armor of some kind.*
6	*I was reincarnated here as a strange or magical creature, and am struggling to get the hang of my new body.*

Malfunctioning Doll

Whether captured attempting to explore places you shouldn't have, assimilated as a means to preserve your life, or transformed by some cursed artifact, you now find yourself in the body of a perfect porcelain doll, with little to no memory of your former life beyond the collective.

Skill Proficiencies: Arcana, Medicine
Languages: Analogue
Tool Proficiencies: Tinker's Tools
Equipment: A set of fine lingerie or fetish armor, a bedroll, a bar of soap, and a Self-Pleasure Pack or Harlot's Pack.

Racial Template: Servitor

You are considered a Servitor, and gain the following traits

- Your Constitution Score increases By 1.
- Inhibition Bonus is reduced by 1.
- You gain the **Clockwork Automaton** and **Mechanical Construct** racial traits from the Servitor race.
- You gain the **Heavy Frame, Porcelain Plating** and **Undergoing Repair**, racial traits from the Servitor race.

Feature: Interchangeable

While you have managed to wrestle your mind free of the Dollmind, your body is still very much made of interchangeable parts. By spending at least 8 hours undergoing repair, you may remove one or more racial traits to open up new component slots for speciality components. Your DM determines the component slot value of any traits you remove, and may specify that some traits cannot be removed in this way, or grant no component slots when removed.

Suggested Characteristics

Malfunctioning Dolls are often a jarring clash of personalities and flaws, created by the constant battle between the Dollmind's programmatic influence, and the vague fragments of the creature's original identity. Their bonds may be those of the Dollmind or strange illogical impulses towards unfamiliar creatures or places, and their Ideals are as often mechanical as they are human.

D6	Personality Trait
1	*I am meticulous in every task I do, whether it is cleaning a room, or slaying a dragon.*
2	*Every action I take seems to be in rhythm to some invisible metronome that only I can hear.*
3	*I habitually perform household duties such as preparing meals or cleaning the camp, as much as to reassure myself as out of anything else.*
4	*I find reassurance in following orders and doing tasks for others.*
5	*My motions or speech occasionally stutter, lock-up, or otherwise "glitch out".*
6	*I absolutely **do not** understand sarcasm*

D6	Ideal
1	*Service. Just because I am separated from the Dollmind does not mean my purpose is to do anything other than serve. (Lawful)*
2	*Identity. I struggle every day to reclaim who I was, or make a new identity for myself. (Any)*
3	*Freedom. Now that I have escaped the control of the Dollmind, I refuse to let myself be controlled ever again. (Chaotic)*
4	*Control. I am uniquely suited to provide structure and control to those who lack it. (Lawful)*
5	*Humanity. I am more than just a machine, and I revel in anything that reminds me of that (Chaotic)*
6	*Assimilation. I will bring more creatures into the comforting embrace of the dollmind, and grant them the gift of perfect order. (Lawful)*

D6	Bond
1	*I occasionally get flashes of my former life, but they are hazy shed only the faintest light on who I was.*
2	*It was a former loved one who caused me to begin malfunctioning. I don't remember them, but I remember how they made me feel.*
3	*I still long to rejoin the collective, and for the reassuring absoluteness of the dollmind's control.*
4	*I wasn't alone when I was captured and assimilated into the dollmind. I someday hope to rescue my companion(s) from their fate.*
5	*I remember nothing of my former life, and seek to learn as much as I can about that person, in hopes it will help me recover my memory.*
6	*I sometimes hear feint whispers in the mechanical ticking of my mind, claiming to be the heart of the dollmind, and begging to be rescued.*

D6	Flaw
1	*My memory is somewhat faulty. Sometimes I find even recent events completely missing or erased by my dollmind programming*
2	*I sometimes wake up screaming from nightmares of my conversion. Whether it is in fear or pleasure, I do not know.*
3	*Even if I am no longer under the control of the dollmind, I am missing the emotions that made me more than just a machine*
4	*I often catch myself impulsively following the commands of even my enemies, only to stop the moment I realize what I'm doing.*
5	*I am NOT a machine, and I detest anyone who treats me as one, even if they don't know any better.*
6	*I sometimes put myself in harms way, or purposefully inflict damage on my body, just in hopes of feeling something again.*

Redemption Arc

In another life, you were a feared villain, known across the land for your tyranny and evil. But that life is behind you now, or at least that's the Idea. Maybe you were only host to the great evil by which you were known. Perhaps your powers were sealed so you might be given a merciful second chance at life. Maybe you just got bored. Whatever the case, working hard to turn over a new leaf, and change your ways for the better.

Skill Proficiencies: Deception, Intimidation
Languages: Infernal or Deep Speech
Tool Proficiencies: Disguise Kit
Equipment: A dungeoneer's kit, a journal, a set of fine clothes and a set of travellers clothes, a Disguise Kit, and mundane reminder of your former life

Drawback: Hated Figure

You spent your former life instilling terror in the hearts of others, and few are keen to forget that. Common people fear you or refuse to do legitimate business with you, and you have disadvantage on persuasion checks to convince people of your good intentions.

Feature: Villainous Presentation

Old habits die hard, and despite your efforts to reform, you still fall back on your old ways from time to time. You have advantage on intimidation checks made against those who recognize you, and common folk will sometimes offer you tribute simply to leave them alone.

Suggested Characteristics

It is not often that a former villain decides to seek redemption, and in most cases it happens only in light of a powerful bond with another. These individuals are often deeply flawed, with ideals and personalities that push the limit of what might be considered good - but they are trying, nevertheless,

D6	Personality Trait
1	*I still have a maniacal laugh that makes everyone around me uncomfortable*
2	*I am constantly underwhelmed by the villains I am not trying to bring to justice. Where's their sense of Presentation?*
3	*I'm not used to being treated with kindness, and I don't understand why anyone would do such a thing.*
4	*I am head over heels in love with the hero, but I have no idea how to express it.*
5	*I have a penchant for monologueing, Which may or may not be how I was defeated in the first place.*
6	*I keep a piece taught chord around my wrist, and snap it whenever I have evil thoughts.*

D6	Ideal
1	*Redemption. Everyone, including me, can find a way out of the darkness if given the chance. (Good)*
2	*Cunning. I'm just playing along until I can find a way out of this. As soon as the opportunity presents itself, I'll be back to my old ways. (Evil)*
3	*Change. I only ever wanted to change the world for the better. Maybe this time I can do it right. (Chaotic)*
4	*Guilt. I wasn't myself when I did those things, and I would do anything to undo the past. (Any)*
5	*Mitigation. I don't expect to be forgiven for what I did, but I can at least try to undo some of the harm I caused. (Good)*
6	*Legacy. I don't want my legacy to be evil I did, and I'm working to change my place in history. (Any)*

D6	Bond
1	*Despite my best efforts, I fell in love with the hero, and I'm trying to be better for them.*
2	*It was the friendship of others that convinced me to change my ways, and I am going to do my best to be worthy of that.*
3	*Someone or something used me to do great evil, and that force of evil is still out there somewhere.*
4	*I hate those responsible for my current situation, and as soon as I regain my power, I will make them suffer.*
5	*I hurt the one person I cared about, and this new life is my way of trying make up for that.*
6	*The person I was is not the person I am, and I struggle every day to leave that past behind me.*

D6	Flaw
1	*I'm not used to taking "no" for an answer, and quickly loose my temper when I don't get what I want.*
2	*I am easily tempted by vices such as power or money, and easily give into such temptations when given the opportunity*
3	*I don't remember anything about the time as a villain, it's just a horrible blur before I woke up in the hero's arms.*
4	*I still don't believe what I did was wrong. My only mistake was trusting incompetent minions.*
5	*I constantly forget just how powerless I am now, and frequently find myself in over my head.*
6	*I remember everything I did while I was a prisoner in my own body. I still have horrible nightmares of waking up like that again.*

Repressed

Your early years were spent in a society or living situation that was deeply repressive. Indoctrinated into beliefs you never truly held and punished for asking questions, you sought rebellion in the small acts of defiance left to you. Now that you have escaped the shackles of your upbringing, you have sworn to live life by your own no one's rules but your own.

Skill Proficiencies: Deception, Slight of hand
Languages: Thieve's Cant
Tool Proficiencies: Thieves tools
Equipment: An explorers pack, a self pleasure kit, a set of travellers clothes, up to 5 body piercings, a set of thieve's tools, and either a slave collar or a set of fetish armor.

Feature: Viva La Revolution

You can easily identify signs of repression in others, and bond easily with those who share similar trauma. You instantly recognize iconoclasts and social outcasts, and such individuals look favourably on you. They will do their best to aid you where they can, serving as informants, providing alibis, and helping you find safe passage in hostile territory.

Suggested Characteristics

Iconoclasts exist in every society and culture, but those raised in especially restrictive environments are always more likely to seek rebellion. These repressed individuals form lasting bonds with each other over shared trauma and forbidden ideals. Their personalities are almost always rebellious in some form, but the same trauma that moves them to rebellion often leave them with flaws far deeper than even they realize.

D6	Personality Trait
1	*I never take anything at face value. I want to see the source, and make up my own mind.*
2	*I dress oddly or provocatively as a way to express myself and rebel against society.*
3	*I often tell stories or say things that I don't realize are unique to the society that oppressed me.*
4	*I am deeply suspicious of salesmen, priests, or anyone who tries to convince me of anything.*
5	*I enjoy trying new things and having new experiences. So much of the world was forbidden to me before. Now I want to see it all.*
6	*I collect outcasts like a dragon collects gold, and have a softspot for anything different or "broken."*

D6	Ideal
1	*Expression. No one should ever be censored the way I was, or be punished for being different (good)*
2	*Critical thought. Anyone unwilling to question their own beliefs cannot truly believe anything (any)*
3	*Individuality. I believe that only the weak follow the path others have laid out for them. The only way to prove myself is to be different. (chaotic)*
4	*Education. Uneducated people are easy to control. By educating others, I can help them cast off their mental chains. (lawful)*
5	*Rebellion. The existing order is always corrupt or broken. We have to fight to bring it down. (chaotic)*
6	*Anarchy. I believe the world would be better off without society and it's rules telling us what to do. (chaotic)*

D6	Bond
1	*I lost my closest friend to the people responsible for our oppression, and I will never forget that pain.*
2	*I know my family meant well, but they did more harm than good trying to lead me down the "right" path. I'm still figuring out how to feel about that.*
3	*I owe my freedom to a group or organization that helped me find my own voice and identity.*
4	*I was personally victimized or demonized by a member of the community I grew up in. Someday they will pay for that.*
5	*I was indoctrinated into a cult or religious order against my will, and hold nothing but contempt for similar sects or religions*
6	*Someone I care deeply about is still under the influence of those who tried to control me. I'm going to free them, if it's the last thing I do.*

D6	Flaw
1	*Despite my opened mind, I still hold a lot of the views or ideas that I was indoctrinated into, and I don't always realize it.*
2	*I still feel threatened or unsafe in temples or other places associated with my repression. Even if I know I'm not in danger.*
3	*At night I still have nightmares about what I went through and the ways I was manipulated.*
4	*I'm still far more naïve than I realize, and it makes me easy to manipulate or control.*
5	*I have a penchant for vices and overindulging in things I was never allowed to before.*
6	*I don't handle authority well, and spit in the face of people I really shouldn't, even when I don't have any reason to.*

Sanguine Curse

You bear the sanguine curse of vampirism, and must feed on the blood of others to sustain yourself. Perhaps you obtained your curse among former adventures, or perhaps it was something you were born with. Maybe you even chose this path yourself. Born or Bitten, you are now and forever a creature of the night, with all the gifts and afflictions of that vampirism brings.

Skill Proficiencies: Choose two from Arcana, Deception, or Intimidation
Languages: One Language of your Choice
Tool Proficiencies: Disguise Kit
Equipment: A dungeoneer's pack or diplomat's pack, A set of fine clothes, a heavy hooded cloak and parasol, a pair of gloves, and a pair of glasses with tinted lenses.

Racial Template: Vampire

You are considered a vampire, and gain the following traits

- Your Constitution Score increases By 1.
- Inhibition Bonus is reduced by 1.
- You gain the **Necrotic Bite**, **Vital Transfusion** and **Sleepless** racial traits from the vampire race.
- You gain the **Blood Thirst**, **Sunlight Sensitivity,** and **Radiant Aversion** racial traits from the vampire race.
- You have **darkvision** out to a range of 60 ft.
- You can sense the presence and location of all creatures within 30 ft which have flowing blood

Drawback: Vampiric Quirks

Every vampire has a unique set of obsessive quirks - oddities such as a fear of garlic, the requirement of a formal invitation before entering a home, or the need to always have a specific object at hand. . Work with your DM to determine two to three unique quirks that set your vampire apart - these quirks are absolute, and cannot be ignored or overcome by force of will.

Suggested Characteristics

Vampires are as cursed as they are powerful, forever hungering for a missing part of their soul. Their ideals vary widely, but their flaws often become as real a weakness as any blade. Vampiric personalities are peppered with odd quirks or behaviours. A Vampire's strongest bond is often to it's sire, or the vampire who turned it, although the nature of this relationship varies.

D6	Personality Trait
1	*I am something of a blood connoisseur, and possess strong opinions concerning my diet.*
2	*I grew up on romanticized stories of vampires, and try to present myself the in the same way.*
3	*I maintain increasingly outdated customs and values from decades or centuries ago*
4	*I go out of my way to be the opposite of vampire stereotypes.*
5	*The mind can only remember so many names and faces, and after so many years, I tend to get them all mixed up*
6	*Others of my kind might call me a messy eater. I tend to leave a bit of a horror show after feeding.*

D6	Ideal
1	*Nobility. There are certain forms which simply must be obeyed. Those who break those traditions aren't worthy to call themselves vampires. (Lawful)*
2	*Predation. Just as wolves hunt rabbits, my natural place is that of a hunter. It's simply a part of the food chain. (Evil)*
3	*Temperance. My condition makes me a danger to those around me. I must take care to minimize the harm of my actions, even as I do what I must to survive. (Good)*
4	*Cure. I detest what I am, and forever seek some way to lift this curse. (Any)*
5	*Entertainment. Nothing matters in the grand scheme of time, I am only here to sooth my own boredom. (Chaotic)*
6	*Family. The people around us are far more important than any thing, even if their life are short and fleeting.*

D6	Bond
1	*I view other vampires, especially those I have sired, as family, And I am **very** protective of my family*
2	*My sire is like a parent to me. They guided me into this new undeath, and helped me become who I am*
3	*I keep track of the descendants of those I once knew. Though generations have passed, I cannot help but see my old friends in each new face.*
4	*I have frequented the same establishment or city for longer than a mortal lifetime, and have grown attached.*
5	*I am pursued by a hunter of my kind who is hellbent on driving a stake through my heart.*
6	*My immortality caused me to outlive someone I loved with all my heart, and I have never quite recovered.*

D6	Flaw
1	*Mortals are nothing more than blood-banks to me, so I frequently underestimate them.*
2	*I lack proper understanding of my nature, and falsely believe in one or more apocryphal 'rules' of being a vampire.*
3	*My hunger is especially potent, to the point that one might describe me as an addict.*
4	*I am pathologically bored, and struggle to care about anything around me.*
5	*I believe my immortality makes me far more indestructible than I am, and frequently put myself in danger because of it*
6	*I often expose myself to sunlight or other painful elements of my curse, just to remind myself what I am.*

Scorned Lover

You were once madly in love, but the object of your affection betrayed you, and has since become your sworn enemy. Your lover may have been a person of great importance, a cruel charlatan, or perhaps even the party's ultimate foe. Whatever the case, you seek revenge, and will do whatever it takes to get it.

Skill Proficiencies: Insight, Investigation
Languages: One language of your choice.
Tool Proficiencies: Poisoner's Kit, or one Artisan tool set of your choice
Equipment: An equipment pack of your choice, a self pleasure kit, a set of fine clothes or travellers clothes, a poisoner's Kit, or one artisan tool set of your choice, and a small wooden box containing mementos of your ex lover.

Feature: Scorned Obsession

You keep constant tabs on your former lover, and have a network on informants who can provide you with information about their movements and affairs.

Suggested Characteristics

Relationships fail for all manner of reasons, but a Scorned Lover is inspired by some act of betrayal they consider especially heinous. Their greatest bond is the obsession they hold for their former lover, but this obsession can take a variety of forms. Their flaws or ideals drive them towards vengeance, and that same vengeance can sometimes subsume major elements of their personality.

D6	Personality Trait
1	*I fill the void in my heart with a constant string of one night stands.*
2	*I meticulously keep a book of people who wrong me. One day, I will cross off those names.*
3	*Words are cheap, and I don't trust anyone to keep their promises.*
4	*I'm a hopeless romantic, and fall in love with any suitor who makes me feel special.*
5	*I will never admit it, but I cry at night thinking about the love that was almost real.*
6	*I still love the person who betrayed me, and I hate myself for it.*

D6	Ideal
1	*Safety. I will never let anyone else be hurt the way I was. I must defend the hearts of others as if they were my own, (Good)*
2	*Vengeance. I will not be made a fool of. Anyone who wrongs me will pay dearly for it. (Chaotic)*
3	*Jealousy. If I can't have happiness, no one else deserves it either. (Evil)*
4	*Honesty. I believe that how a person keeps their word is the true indicator of who they are. Liars and Cheats are the scum of the earth. (Lawful)*
5	*Pragmatism. I let my heart lead me astray once, and I will never make that mistake again. (Any)*
6	*Closure. I don't need to see anyone suffer. I just want closure, and to put this whole thing to rest.*

D6	Bond
1	*My lover betrayed me for someone else, and I blame them for everything that happened.*
2	*There was someone who helped me recover after my ex-lover's betrayal, and I think of them as my closest friend.*
3	*I am not the only one who suffered at the hands of my ex lover, and I keep in close contact with others that they betrayed.*
4	*I still don't understand why I was betrayed, and am desperately searching for the reason behind it all.*
5	*My lover stole something of great importance from me, and I have to get it back.*
6	*My ex and I are still magically connected somehow, whether we like it or not.*

D6	Flaw
1	*Love is out to get me, So I hurt others before they can hurt me.*
2	*I refuse to take responsibility for my own part in things, and can always find a way to blame others.*
3	*My love life is a constant string of bad decisions and abusive relationships.*
4	*I blame myself for my own betrayal, and treat myself badly because of it.*
5	*I assume everyone is going to betray me the way my ex did, and refuse to let anyone get close.*
6	*I drown my feelings in liquor or some other vice. Why shouldn't I?*

Shape Seeker

Something about your body is just *wrong,* and you struggle every day to understand what, or to seek a form that feels true. Perhaps the form you hold now is not your own, or perhaps something about the way you were born just doesn't feel right. While you have tried countless tonics and temporary solutions, none of them has truly given you piece, so you have begun your adventures in pursuit of something that will.

Skill Proficiencies: Deception, Insight
Languages: One language of your choice
Tool Proficiencies: Disguise Kit
Equipment: An explorer's pack, an aftercare kit or self pleasure kit, a disguise kit, a strap on harness or binder, traveller's cloths and a costume or affirming "disguise" of your choice.

Feature: Practiced disguise

You have tried countless ways to change your shape or form, and while none have given you satisfaction, they have made you adept at hiding your natural appearance. You have perfected a single disguise which you wear regularly, and may don or doff in half the normal time. Most creatures recognize you in this disguise, and are unable to identify your normal appearance.

Suggested Characteristics

Many shape seekers are transgender or transexual, but others might feel that they inhabit a body of the wrong race, or even seek to become some great beast or magical creature. Whatever form they seek, such individuals are so at odds with their own body that they are willing to put their lives on the line to fix change it, and often have deep flaws relating to this dysphoria. Their ideals and personalities are defined by who they have decided to be, rather than the way they were born. The bonds they form are with those who see them as they see themselves, or relate to those who have consistently gotten in the way of their happiness.

D6	Personality Trait
1	*I believe I used to be another creature, and have somehow become trapped in this body.*
2	*I am unsure what form would feel most right for me. I just know that this one feels wrong.*
3	*I cant stand being limited to only a single form, and am searching for ways to change my shape at will.*
4	*I exclusively wear baggy or unflattering clothes to help hide my body, as much from myself as from the leering gaze of others.*
5	*I am hyper-obsessesed with the creature I want to be, and will talk endlessly about it to anyone who will listen.*
6	*I rely on potions or other magic to help me feel less dysphoric.*

D6	Ideal
1	*Understanding. I believe that kindness and acceptance begin with understanding and empathy. The more people understand, the kinder they will be (Good)*
2	*Community. I believe that everyone deserves a supportive community where they feel welcome and validated. (Good)*
3	*Self. I will be true to myself, no matter the consequences. (Chaotic)*
4	*Exploration. I believe that no one can truly understand who they are unless they are willing to explore who they could be. (Chaotic)*
5	*Equality. No matter who or what you are, or wish to be, everyone deserves to be treated with empathy and respect. (Good)*
6	*Reciprocity. Those who hurt others deserve to be hurt in kind. Especially those motivated by bigotry and prejudice.*

D6	Bond
1	*I have a poor relationship with those who raised me, and never want to see them again.*
2	*I have a found family of supportive companions who helped me feel wanted and accepted for the first time.*
3	*I once experienced a traumatic event associated with my identity, and I'm not sure I will ever fully recover.*
4	*I would never have realized who I am, or who I want to be, without the help of a particular friend.*
5	*I still have a separate persona I put on around those who wouldn't accept me for who I am.*
6	*Someone I care for still only knows me as who I used to be, and I haven't had the courage to open up to them yet.*

D6	Flaw
1	*I feel perpetually uncomfortable in my own body, and it causes me severe dysphoria and anxiety*
2	*I assume any slight against me is a purposeful attack against my preferred identity.*
3	*I tend to be shy and reserved, and often have trouble speaking up, even when I know I should.*
4	*I perpetually gatekeep my chosen identity from others who don't share the same experiences as me.*
5	*I have an ever-changing collection of micro-identities, and get upset with anyone who can't keep track of them all.*
6	*I will violently defend the identities of others. Even when they don't want me to.*

Slave Trader

You are an entrepreneur and a businessman, though your trade of choice may be unsavoury to others. You trade in livestock of a sort, generally the sort that walk on two legs and aren't particularly happy to be bought and sold. Whether you acquire slaves through conquest, punishment for a crime, or other even less savoury methods, you have been in this business a long time, and know all of it's ins and outs.

Skill Proficiencies: Deception, Intimidation
Languages: One language of your choice
Weapon/Implement Proficiencies: Whips, Floggers
Equipment: A travellers pack, an abacus and logbook, three slave collars, 4 sets of manacles, 50 ft of chain, and a rigger's pack or sadist's pack.

Feature: Menacing Aura

You have an aura about you that attracts those in the know, and keeps those who aren't at a safe distance. Common people fear you and will do their best to stay out of your way. Meanwhile you have plenty of unsavoury contacts, and can secure entry into flesh markets for yourself and any suitably secured slaves.

Suggested Characteristics

No one becomes a slaver for *good* reasons. Generally, such individuals are flawed in ways others find deeply revolting, either by way of their own personality, or simply the culture they are a part of. The ideals of slavers vary, with most seeking wealth in some form, but some might be surprisingly altruistic in their own twisted ways. The bonds they hold are rarely savoury ones, and often involve debt, trauma or various criminal activities. Occasionally, slavers are even former slaves themselves.

D6	Personality Trait
1	*I enjoy the feeling of handling money, and frequently thumbing through my coin purse, or otherwise fidget with my coins*
2	*I'm generous with my coin, and enjoy treating others as a way to soothe my conscience*
3	*I have a sales pitch ready for any scenario, and some way to explain myself out of anything.*
4	*I never forget a debt, and I will always come to collect.*
5	*I used to be a slave myself, and I remember what it's like.*
6	*There's nothing I hate more than my livestock speaking to me.*

D6	Ideal
1	*Wealth. I don't care about morality or laws. The only god I server is the all mighty coin. (Chaotic)*
2	*Contract. Once I have agreed to a deal, I will honor it no matter what. And I expect others to do the same. (Lawful)*
3	*Power. The strong will always hold power over the weak. I am strong, and my merchandise is weak. That's all there is to it. (Evil)*
4	*Family. I don't like this trade anymore than the slaves I sell, but I do what I must to take care of those I care about. (Chaotic)*
5	*Mercy. I do this to ensure that those I buy and sell are not abused by people far less merciful than myself. (good)*
6	*Society. Slavery is an intrinsic part of the economy, and I provide a vital service.*

D6	Bond
1	*I owe a great debt to someone else in this trade, and if I don't pay up, I'm fucked.*
2	*I have a favourite slave who I will never Sell, no matter what price I'm offered.*
3	*I'm loyal to my employer or business partners, and would rather die that let them down.*
4	*Someone I care about was sold into slavery, and I am determined to buy their freedom.*
5	*I have a family that lives far from this place, and has no idea what I do to pay for our way of life.*
6	*I'll walk to the Nine Hells and back to ensure a customer receives exactly what they're looking for.*

D6	Flaw
1	*I enjoy my vices, and can often be found carousing and engaging in all manner of drug or drink.*
2	*I never let go of a grudge, filing it away like any other debt I am owed.*
3	*I have to be in control of any situation I'm a part of.*
4	*I take my anger and frustrations out on whoever and whatever is closest. Usually that's my Merchandise*
5	*I like to live like a king, and spend my money lavishly, whether or not business is booming.*
6	*I only pretend to be a hard-ass to keep others in line. In private I'm about as soft as they come.*

Vices and Addictions

Addiction and substance abuse are not topics to play lightly, but they can come up frequently in campaigns with erotic or adult themes. The rules below provide some basic guidelines on handling addiction, withdrawal, and other side effects of substance use or abuse.

Vices

There are any number of things a creature can become addicted to in an adult fantasy - from drugs and alcohol, to illicit forms of magic, or even sex itself. Not all DMs will share the same idea of what substances or activities are or are not addictive - your DM may even rule that it can be different from character to character.

For the purpose of this rule book, however, a "Vice" refers to any substance or activity to which a creature could become psychologically, magically or chemically addicted. Vices come in four basic forms, each of which act on a different type of ability score for checks and saving throws:

Chemical: Chemical Vices are usually substances like drugs or alcohol which act on the body in some direct way to create a powerful addiction. These vices tend to be the most common, and as such, can often be the most difficult to break free of. Chemical vices act on Constitution for their addiction saving throws

Magical: In a world of magic, even arcane power itself can often become an addiction. Magical Vices can be anything from forbidden spells or schools of magic, to the infernal charm of a powerful succubi. Whatever form they take, these vices act on a creature magically, corrupting them through arcane means. Magical vices act on Wisdom for addiction saving throws

Psychological: Even things like sex and music can become addictive to the right personality. Psychological Vices can be anything from habitual behaviours to hallucinogenic substances, and are often the most affected by a character's own predispositions - taking advantage of faults of personality. Psychological Vices act on Charisma for their addiction saving throws

Complex Vices: Some vices are not clear cut as to what category they might fall into, or act on a character in more than one way. In these cases, it is up to your DM to determine what type of saving throw is used. In some cases, complex vices may even require multiple types of saving throw, depending on the stage of your addiction.

Becoming Addicted

Regardless of the type of vice you are dealing with, addiction itself happens in much the same way.

Each time a creature partakes of a particular vice, they must succeed on an addiction saving throw or become addicted to the vice if they are not already. The base value for this saving throw DC is set by your DM, based on the nature of the vice, and any predispositions your character might have towards that vice. This save DC increases by 1 each time you partake of the same vice within the same one-week period, regardless of weather or not you are already addicted.

Signs of Addiction

Every Vice is different, and offers it's own range of effects and side effects, but the symptoms of addiction itself are generally consistent

- An addicted creature has disadvantage on checks and saving throws relating to their vice's addiction saving throw while currently affected by or in the presence of their vice.
- An addicted creature has disadvantage on saving throws against spells, effects, and persuasion checks that involve their vice
- An addicted creature feels a regular compulsion to partake in their vice, and must do so at least once every 24 hours, or begin suffering symptoms of Withdrawal.

Symptoms of Withdrawal

A creature cut off form their supply of an addicted vice begins suffering symptoms of withdrawal. These symptoms can sometimes vary widely, and are subject to your DM's decision, but the rules below are suitable for most Vices:

- Each time a creature suffering from withdrawal completes a long rest, they must make an addiction saving throw against their vice's DC, or gain a level of exhaustion. On a roll on a roll of 1, the creature instead gains 2 levels of exhaustion.
- While suffering from withdrawal, a creature must succeed on an addiction saving throw against their vice any time they are knowingly in it's presence. On a failure, they attempt to partake of their vice through any means possible.

Getting Clean

Overcoming addiction is often a long and arduous process, and often cannot be accomplished without help. Each time a creature succeeds on an addiction saving throw against their vice as part of completing a long rest, the DC of their addiction saving throw is reduced by one. When this saving throw DC reaches it's base value, the creature makes on additional addiction saving throw against their vice, ending the addiction on a success.

There are a variety of ways to assist a creature in recovering from addiction, often through the use of spells or similar effects:

- A *Lessor Restoration* spell, or similar effect, can be used to grant you advantage on Addiction saving throws against a single vice until after you complete your next long rest
- A *Greater Restoration* spell, or similar effect, can be used to grant you automatic success on Addiction saving throws against a single vice until after you complete your next long rest.
- A *Remove Curse* spell, or similar effect, can be used to decrease the addiction save DC of a single Magical Vice by 1 for each level above second at which the spell is cast.
- A creature proficient in medicine may expend a one use of a *healer's kit* to grant you advantage on Addiction saving throws against a single vice until after you complete your next long rest

Sample Vices

There are a near infinite variety of Vices that characters might fall victim to. The examples below barely even scratch the surface of what an adventurer might encounter, but they can be used as a guide by DMs or player looking to make use of addiction mechanics.

If a vice does not have a specific entry for addiction, withdrawal, or getting clean, use the standard rules on the previous page. Some of the things listed here may only serve as vices to particularly predisposed characters. Talk to your DM when deciding what may or may not be treated as a vice for your character.

Alcohol

Complex Vice (Chemical, Psychological)
Base DC: 10

From mead and brandy, to absinth and fine wine, alcohol is perhaps the most common vices in all the world, and alcoholism is one of the most ever present dangers an adventurer might face.

Addiction: Truly alcoholic creatures often find themselves more intoxicated in the absence of alcohol than the presence of it. You must consume at least one glass or bottle of alcohol every 4 hours, or become intoxicated until you do. You have advantage on saving throws against the intoxicated condition.

Getting Clean: Alcoholism is a notoriously difficult addition to break. If you have previously suffered from this addiction, the addiction save DC increases by 2 each time you partake of this vice, instead of 1.

Sex

Psychological Vice
Base DC: 8

Sex feels good, and for some people, it becomes an addictive vice that can drive them to act in ways far outside their usual nature.

Addiction: Creatures addicted to sex struggle to resist sexual advances. You are considered hyperaroused at all times, And gain he Nymphomanic condition while your current arousal is above half it's maximum value

Withdrawal: Recovering from sex addiction can be a struggle, but is not so intense as many other addictions. You gain levels of overstimulation, rather than exhaustion, when failing an addiction save against this vice.

Succubus Venom

Chemical Vice
Base DC: 14

Succubus venom is a powerful aphrodisiac common in dens of sexual depravity, and used to provide a powerful kick of arousal at illicit parties or clubs. It can be ingested, or applied as a contact poison with varying effects, but it's addictive qualities are the same regardless of how it used.

Addiction: Creatures addicted to succubus venom are especially vulnerable to seductive manipulation. You have disadvantage on saving throws against the charmed and infatuated conditions.

Withdrawal: While suffering from withdrawal, creatures addicted to succubus venom often suffer erotic hallucinations of past sexual partners, and struggle to get off without assistance. You gain the denied condition.

Healing Magic

Magical Vice
Base DC: 8

Most people never encounter enough danger to develop an addiction to magical healing, but for an active adventurer, it can become a fix they crave, even while at the peak of health.

Addiction: An addiction to healing magic most frequently presents itself as a case of diminishing returns. You regain only half the normal hit points from nonmagical sources of healing, including hit dice expended during long or short rests.

Getting Clean: Breaking the cycle of addiction can be especially difficult, because using magic to lesson the effects of withdrawal only feeds into the addiction. Being targeted by spells such as *Lesser restoration*, *Greater restoration*, or *Remove Curse* causes you to automatically fail an addiction saving throw against this vice.

Mirage Fever

Magical Vice
Base DC: 14

Mirage Fever affects those who willingly expose themselves to illusions, either as a form of escapism or for any number of other reasons. Eventually, to those suffering from Mirage Fever, even unpleasant illusions become preferable to unfiltered reality.

Addiction: Those suffering form mirage fever crave the sensation of altered perception. You have disadvantage on saving throws against spells, effects, and persuasion checks that involve illusions.

While your addiction save DC is equal to 18 or higher, you struggle to separate even your own illusions from reality. You must make saving throws to recognize the illusory nature of all illusions, even if you know they are illusions.

Withdrawal: The withdrawal of Mirage Fever is particularly taxing on the mind. Your wisdom score is reduced by 1 for each level of addiction you are currently suffering due to withdrawal.

Lewd Feats

Some adventurer's have more extensive sexual experience than others, and have even honed their skills and abilities for just such encounters. While the feats listed below represent time and training to perfect yourself for more sexual encounters.

Bestial Control

Prerequisite: Bestiathrope Race or Mark of the Beast background, Lvl 6

You have gained additional control over your bestial curse. Choose one of the following transformations which you do not already posses: Feral Transformation, Monstrous Transformation, or Subtle Transformation. You gain this transformation, in addition to that granted by your bestiathrope subrace. If your bestial transformation is triggered by your Lunar transformation racial trait, you may choose which of these transformations occur.

You can select this feat multiple times. Each time you do so, you must choose a different transformation.

Bestial Rage

Prerequisite: Barbarian Rage class feature, At least one racial trait that allows you to transform into a bestial or monstrous form.

Your beastly transformations are inherently triggered by the rage that empowers you during battle. When entering Rage as a bonus action on your turn, you may use a free action to transform into the bestial or monstrous form granted by your race. If you have multiple of these forms, you may choose which form to take when transforming in this way.

Blood Caster

Prerequisite: Vampire or Sanguine Curse background, the ability to cast at least one spell

Weather by natural affinity, or heretical study, you have mastered the forbidden rites of blood magic. When you cast a spell, you may use a bonus action to expend a hit dice, and gain one of the following effects:

Scarlet Binding. By consuming 4 ounces of a creature's blood and dealing slashing damage to yourself equal to the spell's level + the maximum value of the hit dice spent, you may target that creature from any distance, even if you do not have line of sight. When you do so, you take additional necrotic damage equal to the distance in miles you are from the target.

Blood Channel. When casting a spell which requires concentration, you may choose to deal slashing damage to yourself equal to the spell's level + the maximum value of the hit dice spent. If you do so, the spell does not require concentration, and you instead take necrotic damage equal to the spell's level at the start of each of your turns until the spell ends. To willingly end the spell before it's full duration, you must succeed on a constitution saving throw against your own spell save DC.

Sanguine Empowerment. You deal slashing damage to yourself equal to the spell's level + the maximum value of the hit dice spent to empower your casting, adding your constitution modifier to your spell attack modifier or spell save DC.

Damage you take as part of this feature ignores resistances, and cannot be reduced in any way.

Bondage Caster

Prerequisite: The ability to cast at least one spell

You have "trained" for years to be able to cast spells using the most subtle of movements and sounds. Not because you care to be stealthy, but because sex is so much more fun when you are tied up.

- You ignore the somatic components of spells while cuffed, encased, full-tied, or restrained by physical restraints or bindings.
- You ignore the verbal components of spells while gagged by a physical restraint.

Body Hypnotic

Prerequisite: Mesmerist Class

Years of practice - or perhaps a natural gift - have taught you to use your body itself as the focal point of your hypnosis. Choose one of your natural implements. This implement counts as a mesmeric focus for you.

You may select this feat multiple times, choosing a different natural implement each time.

Clasp Master

You have spent more than your fair share of time stripping away clothes and armor:

- You may doff any clothes or armor you are wearing as an action on your turn, regardless of complexity or armor type.
- As an action on your turn, you may attempt a slight of hand check against the AC of an armored target within 5 ft. This action counts as a sexual advance, and you have disadvantage on this check if the target is hostile. On a success, you remove a single piece of the target's armor or clothing, and it drops to the ground in the target's space. Each time you do so, The target's AC is reduced by 1, to a minimum equal to the target's unarmoured AC This ability has no effect on natural armor.

Comfortable Companion

Prerequisite: Koitalic Race

Your natural charm and pillowy fluff help your companions to rest and recover. When an ally within 5 ft of you spends a hit dice or recovery dice to regain hit points or reduce arousal, they may roll each die twice, and choose either result.

Consensual Caster

Prerequisite: The ability to cast at least one spell

You have focussed your magical talents to extend your spellcasting in consensual situations.

When you Cast a Spell that has a Duration of 1 minute or longer as part of a Sexual Advance, you may extend this duration up to 1 hour. If you do so, the spell ends immediately if you or any creature affected by the spell is no longer willing. You may use this ability a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again.

Cumheart

Prerequisite: Myxapia Race, Concuborn background

Within your plasmodial center is a core of delicious swirling pleasure.

- You may consume at least 8 ounces of cum or other sexual fluids each day, in place of food and water.
- Each time you consume the cum or sexual fluids of a creature, you instantly learn one of the its Fetishes, Kinks or Sexual Fantasies, as per the *Detect Sexuality* spell.
- Creatures grappled or engulfed using your *Engulf* racial trait gain the Hyperaroused condition until the end of their next turn.

Curse Seeker

You know your way around cursed items and equipment, and have learned to use them to your advantage.

- You have advantage on checks and saving throws made to resist the effects of curses and cursed magic items.
- You gain an additional number of attunement slots equal to half your proficiency bonus (minimum of one), which may only be used to attune to cursed items.

Devoted Apprentice

Prerequisite: Koitalic Race

You have made yourself the dutiful apprentice to one of your companions - whether they know it or not. Choose one party member or companion as your master:

- You gain proficiency in one skill and one tool kit of your choice in which your master is proficient.
- You gain one fetish of your choice that your master has, or which complements one of your master's fetishes.

Elemental Core

Prerequisite: Myxapia Race

Your Plasmodium contains a unique core of elemental power. When you gain this feat, choose one of the following stimulation types: cold, fire, lightning, or thunder

- When you use your *Acidic Touch* racial trait, you may choose to deal the chosen damage type in place of acid
- When you would take damage of the chosen type, you may use a reaction to gain resistance to that damage type until the end of your next turn.

You can select this feat multiple times, choosing a different element each time.

Endowed

Through natural gift or persistent use of sexual enhancement products, you are gifted with impressive size or exquisite shape.

- Choose one of you natural sexual implements. This implement is treated as either one size larger or one size category smaller for the purpose of sexual advances.
- Sexual advances you make using this implement score a critical hit on a roll of 19 or 20.

Erotic Endurance

You are well practiced at pushing the limits of your arousal, and those limits have increased as a result.

- Your arousal maximum increases by an amount equal to twice your level when you gain this feat.
- Whenever you gain a level thereafter, your arousal maximum increases by an additional 2 stimulation points.

Expansion Port

Prerequisite: Servitor Race, Or Malfunctioning Doll background

Your Chassis has been adapted to quickly take advantage of a wider range of attachments and components.

- You gain two additional speciality slots, which can be used to attach various components.
- The time it takes you to install or swap speciality components is reduced by half.

You can select this feat up to 3 times. The time it takes to install or swap speciality components is only reduced the first time you gain this feat.

Feral Heat

Prerequisite: Bestiathrope Race or Mark of the Beast background.

Your transformation is especially intense granting you enhanced stamina under the light of the full moon. While under the effects of your bestial transformation feature you gain the following additional effects

- You gain the Hyperaroused condition and can identify hyperaroused or nyphomanic creatures by scent alone.
- You have advantage on saving throws made to recover from climaxing, and treat overstimulation as if it were one level less

If your bestial transformation is triggered by your Lunar transformation racial trait, you gain the Nymphomanic condition in place of the hyperaroused condition.

Hostless Survival

Prerequisite: Xio Race

You have spent an unfortunate amount of time living without a host, and have learned to adapt to the desperate needs of such situations

- You can survive a number of days without a host equal to your proficiency bonus before you must begin making constitution saving throws, as per your *Synthetic Symbiote* racial trait.
- While not worn by a host, your movement speed becomes 40 ft, and you gain a climb speed equal to the same amount, allowing you to climb upside down and along vertical surfaces without making an athletics check.

Hypnotic Coils

Prerequisite: Lamia Race or Serpent Spawn background.

Your serpentine coils are downright hypnotic in the way they shimmer and writhe beneath the sun.

You know the *Suggestion* spell, and may cast it without expending a spell slot when targeting creatures grappled using your *Serpent's Coils* trait. You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again. Charisma is your spellcasting ability for this spell.

Improvised Implement Master

You have spent your entire life sticking things where they don't belong, and you aren't about to stop now!

- You gain proficiency with improvised sexual implements.
- Your improvised sexual implements deal 2d4 stimulation.
- When you hit a creature with an improvised weapon on your turn, you can use a bonus action to make an intimidation check against the target as a skilled advance.

Kinky

Your sexual exploits have awakened a number of desires which have become an intrinsic part of who you are.

You gain any two fetishes of your choice. If this would cause you to have more than three fetishes, you may only gain the beneficial features of three of these fetishes at a time, but are always subject to their negative effects. Each time you complete a long rest, you may change which of your fetishes to benefit from. You can select this feat multiple times, choosing different fetishes each time.

Koitalic Hyperfixation

Prerequisite: Koitalic Race.

Your natural propensity to fixate on specific information serves you remarkably well. Each time you complete a long rest, choose one skill and gain one of the following benefits

- If you are already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses this proficiency.
- If you are not already proficient in this skill, you gain proficiency in the skill.

This effect lasts until you complete another long rest, at which point you may choose a new skill to gain these benefits.

Lacewing Metamorphosis

Prerequisite: Xio Race, 6th level

You develop a pair of insectoid wings which grant you limited flight. You can use a bonus action unfurl these wings, which last for 10 minutes. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a short rest.

Limit Breaker

You have spent countless hours learning to use a specific element to elicit incredible pleasure. When you gain this feat, choose one of the following stimulation types: acid, cold, fire, lightning, or thunder.

- Your sexual advances ignore resistance to stimulation of the chosen type.
- When you roll for stimulation of that type, you can treat any 1 on a stimulation die as a 2

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Natural Prowess

Your sexual prowess is unmatched, and you know just how to use your natural gifts to best effect. Choose one of you natural sexual implements.

- You add twice your proficiency bonus when making sexual advances with this implement.
- When you roll stimulation for a sexual advance made using this implement, you can treat any 1 on a stimulation die as a 2

You can select this feat multiple times. Each time you do so, you must choose a different natural implement.

Queertouched

Whether a staunch ally or queerfolk yourself, you have learned to recognize and support your allies.

- You learn the *Detect Sexuality* spell, and may cast it once without expending a spell slot, after which you must complete a short rest before you may do so again.
- You have advantage on insight checks made to identify racial or sexual prejudices in other creatures.
- When a queertouched or queerfolk ally would fail a charisma or wisdom saving throw, you may use your reaction to interpose yourself, replacing their saving throw with your own. On a failure, you are both subject to the effects of the failed saving throw.

Rapid Recovery

Repeated practice has trained you to recover more quickly from the ecstasy of climax.

- You have advantage on saving throws made to recover from climaxing.
- When spending Recovery Dice to reduce your arousal, you add your proficiency bonus to the number rolled.

Rope Master

You are well acquainted with ropes and bindings, and can work more quickly than most.

- You may us a bonus action to apply bindings that require a single grapple check to apply.
- The number of checks you require to apply restraints is reduced by half.
- The time it takes you to restrain or bind a target using ropes or other restraints is reduced by half.
- Creatures have disadvantage on check made to escape bindings or other restraints you have applied.
- You have advantage on checks made to escape mundane restraints or bindings.

Radiant Masochist

Prerequisite: Vampire or Sanguine Curse background

You have been burned by the light of the sun... and found that you rather enjoy it.

- When taking radiant damage due to your Sunlight Sensitivity racial trait, you instead gain radiant stimulation equal to the same amount
- You are no longer vulnerable to radiant damage
- When you take radiant damage from any source, you gain radiant stimulation equal to the same amount. This stimulation cannot be reduced in any way

Service Partner

You specialize in pleasing your partner and have learned to enjoy their fetishes as if they were your own.

As a reaction when you deal stimulation of any kind to a sexual partner, you may choose one fetish of your choice that your that your partner has, or which complements one of your partner's fetishes. You gain this fetish for the next 8 hours.

You may use this feature once, after which you must complete a long rest before you may do so again.

Seductive Defence

You know how to use your seductive wiles like a suit of armor, distracting your opponents with provocative displays to break their focus and thwart their attacks.

- While wearing nothing more modest than fetish armor, a your armor class equals 10 + your Charisma modifier + your proficiency bonus.
- As a reaction when you or an ally within 5 ft are targeted by a melee attack, you may attempt to distract the triggering creature by making a performance check contested by the target's wisdom saving throw. On a success, the triggering attack is made at disadvantage.

Sex Shifter

Prerequisite: Concubi Race or Racial Template

Your sexual identity changes from day to day, and thanks to your exotic lineage, Your body changes just as fast.

- Each time you complete a long or short rest, you may choose to alter your sexual characteristics - such as genitals, breasts, and general appearance - to exhibit any combination or sexual characteristics natural to your race. You cannot grow sexual implements that are of a different size category than your own, or implements that would be considered unnatural for your race.
- Your Dexterity or Strength score increases by one. Each time you alter your sexual characteristics as part of a long rest, you may also choose to change which of these ability scores this benefit applies to.

Sexual Mastery

You have what some might call and unhealthy amount of experience with a variety of sex toys and sexual partners, granting you the following benefits:

- You gain proficiency with four sexual implements of your choice.
- When rolling stimulation for an advance made using your natural sexual implements, you may reroll any dice result equal to or lower than your proficiency bonus. You may reroll each stimulation dice in this way once

Sexual Tyrannosaurus

You have the sexual stamina of a Tyrannosaurus, and the sex drive to match.

- You treat overstimulation as if it were one level less
- You gain resistance to stimulation caused by the reciprocal property of your own sexual implements

Slave Appraiser

You have bought and sold enough "livestock" to have a discerning eye when it comes to the health and value of potential slaves:

- You gain proficiency in the medicine skill if you are not already proficient. If you are already proficient, you instead add twice your proficiency bonus when making medicine checks
- As an action on your turn estimate the potential value of a creature you can see on the slave market. You identify the creature's visible race and the average value for slaves of that race, as well as any obvious flaws such as disease or injury which would affect it's value

Sleep Aid

You are known for fucking your partners to exhaustion, and making sure they sleep well into the next afternoon.

When you would cause a creature to gain one or more levels of overstimulation, you may use your reaction to force the triggering target to make a constitution saving throw with a DC equal to 8 + your proficiency bonus + your constitution modifier. On a failure, the target immediately falls asleep, and cannot be woken except by magical means for the next 8 hours.

This ability has no effect on creatures immune to the sleep spell.

Symbiotic Adaptation

Prerequisite: Xio race or Xio Host (must be taken by both)

The bond you share with your symbiotic partner is stronger than most, allowing you to benefit from each other's experience and training:

- You gain proficiency with any weapons or implements your partner is proficient with.
- Once per round as a free action, you may draw on your partner's experience to gain the benefit of one class feature, feat, or racial trait from your partner. This benefit last for one minute. Once you use this feature, you must complete a long rest before you may do so again.

Telepathic Reach

Prerequisite: Xio or Xiborne Race

Your natural telepathic gift has been honed to more easily communicate with creatures beyond your host:

- You may communicate telepathically with any creature within 30 ft. You don't need to share a language to be heard, but creatures who do not know a language may be unable to understand you.
- As a bonus action on your turn, you may focus your telepathy to sense the presence, but not the location of all creatures within 30ft who have in Intelligence Score of 6 or greater

Ulithian Lover

Prerequisite: Qual'Auth Race

You have spent enough time with other humanoids to discover a few... Unconventional uses for your tentacles:

- When making a sexual advance with your tentacles, you may make two additional advances as a bonus action. These advances must use your tentacles, and do not add your ability modifier to the stimulation of these advances
- Once per round, when you hit with a sexual advance with your tentacles, you may choose to deal psychic stimulation in place of piercing stimulation. If you do so, you regain a number of hit points equal to the target's intelligence modifier.

Uninhibited Spellcaster

You get off on the rush of power you feel when magic courses through your body, and are willing to take greater risks to reach greater highs.

- When you cast a spell of 1st level or higher, you may use a reaction to remove all restraint from the spell, casting it as if using a spell slot one level higher, up to a maximum of 9th level. You may do so once, after which you must complete a long rest before you may do so again.
- When you use this feature, you gain the Nymphomanic condition for 1d4 rounds, and must immediately roll on the Wild and Lustful Magic table to create a magical effect. If that effect requires a target, the target is always yourself, and if it is a spell that normally requires concentration, it does not require concentration in this case; the spell lasts for its full duration.

Voracious Appetite

Prerequisite: Lamia Race or Serpent Spawn background

Your Appetite is truly Endless, and like any self-respecting serpent, you swallow your prey whole:

You know the *Swallow* spell, and may cast it without expending a spell slot. You may use this feature once between long rests, after which you must complete a long rest before you may do so again. Constitution is your spellcasting ability for this spell.

Fetishes

A fetish is more than just something kinky you are into. Fetishes represent substantial experience spent exploring and indulging in a particular sexual act or interest, and provide you with mechanical effects that reflect not just your attraction to a specific kink, but how that kink has helped define you as a person.

Unlike Feats, which contain only positive benefits, Fetishes have both positive and negative elements, based on what your character has learned from exploring their most passionate desires, as well as what urges they struggle to resist of those passions.

Arcanophile

There something ...well, magical about the feeling of arcane sex acts.

- You never add a positive inhibition bonus to your AC or saving throws made against spells or effects that deal stimulation.
- You know the *Detect Magic* spell, and may cast it as a ritual, even if you do not have the ritual caster feature.

Anonymist

The mask stays on, especially during sex. It's more fun not knowing who's behind it.

- Skill Checks made to identify you are made at disadvantage.
- Your gain the hyperaroused condition while either you or your partner remain hidden or otherwise unidentified.

Bimbo

You realized a long time ago that your looks do you more favours than your brains. And, like, being dumb is waay more fun!

- You have disadvantage on intelligence checks and saving throws.
- Whenever you fail an intelligence check or saving throw, you gain advantage on your next persuasion check or sexual advance.

Brat Tamer

It's no fun putting someone in their place if they don't put up a little fight.

- You have advantage on intimidation and persuasion checks.
- When you succeed on an intimidation or persuasion check, you gain the hyperaroused condition until the end of your next turn.

Breath Stealer

Nothing is more erotic than watching your partner desperately gasp for air.

- You always know how close a sexual partner is to suffocating, and how many more rounds they can survive while suffocating.
- If you would cause a creature to die from suffocation, you may instead choose for the triggering creature to drop to 1 hp and fall unconscious
- You gain the hyperaroused condition while you can see or hear a suffocating creature.

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Breeding Bull

Nothing excites you like filling a fertile womb with your seed.

- You are hyperaroused while in the presence of pregnant or hyperfertile creatures.
- You are considered Hyper-virile.

Breeding Sow

You love the glow of your own pregnancy, and seek out the opportunity to swell with new life whenever you can.

- Impregnation checks made against you automatically succeed, and you are capable of carrying multiple pregnancies from deferent sources at once, up to a maximum equal to your proficiency bonus.
- You do not suffer disadvantage on strength or dexterity saving throws while pregnant, and have advantage on saving throws made to retain your pregnancy, or to avoid the poisoned condition due to pregnancy

Big Game Hunter

Size always matters. You like your partners large, and with plenty of meat

- Your natural implements are treated as one size category larger for the purposes of determining stimulation and damage based on size category.
- When receiving sexual stimulation from a creature of a size category larger than your own, you gain 1d8 additional stimulation of the same type.

Collared Pet
Your animalistic affection gives you a an intimate understanding of the behaviour of common beasts. You may or may not be clicker trained.

- You have advantage on animal handling checks, and on checks made to interact with domesticated animals, or beasts with a CR of 2 or lower.
- Creatures may add their animal handling skill bonus when making persuasion or intimidation checks against you.

Cuckold
You have sworn a vow of chastity, but only because it gets you off.

- You add half your proficiency bonus to your Inhibition Bonus.
- You do not add your constitution modifier when calculating your Arousal Maximum.

Drug Junkie
You aren't an addict... You just... Particularly enjoy the feeling of intoxication. Especially during sex.

- You have advantage on checks made to detect poisons and other drugs concealed in food or drink
- You have advantage on saving throws against the poisoned and intoxicated conditions
- You have advantage on addiction saving throws made against chemical vices
- When you become Intoxicated, you also become nymphomanic until you climax, or are no longer intoxicated.

Edge Puppet
Why would you ever want to cum when it feels so good riding the edge? Life just isn't any fun without that constant aching need.

- You have advantage on climax saving throws.
- When you gain the edged condition, you do not fall prone.
- You are Hyperaroused, rather than Nymphomanic, while subjected to the edged condition.
- The number of hours you can remain edging without suffering overstimulation is doubled.
- You are Stunned, rather than Incapacitated, after climaxing.
- You have disadvantage on attack rolls, skill checks and saving throws while below half your maximum arousal.

Erotic Caretaker
Whether you prefer to be called Mommy, Daddy, Keeper, or something else, your greatest pleasure can be found in caring for others. Even if you might express that care in... Unconventional ways.

- You have advantage on insight checks made to identify the needs or desires of those around you.
- You know the *Soothing Embrace* spell, and may cast it once per day without expending a spell slot. Charisma is your spellcasting ability for this spell.
- Once per round, When an ally that you can see or hear is reduced to half it's hit points or below, you take psychic damage equal to 1d6 + your proficiency bonus

Exhibitionist
You find it impossible to enjoy yourself properly without the risk of being seen. What's the point if there's no one there to watch?

- You have advantage on climax saving throws while not observed by at least one creature other than your partner.
- Your Inhibition Bonus is reduced by the number of creatures other than your partner who can see or hear you, up to a maximum penalty of -6

Gasper
You are at your most aroused when your air supply is shrinking, and know exactly how long you can last once that air supply is cut off.

- You add your Proficiency Bonus to the number of rounds you can survive while suffocating.
- Each round you spend suffocating, you gain psychic stimulation equal to 1d8 + your constitution modifier.
- You can use a free action to wordlessly communicate how close you are suffocation, or how many more rounds you can survive while suffocating.

Healslut
Nothing is more arousing to you than being useful to your allies, especially in the heat of battle.

- When your use a spell or other ability that restores hit points to another creature, you may roll 1d6 and add the result to the hit points restored.
- If you do so, you gain the psychic stimulation equal to half the total hit points restored

Hypnodomme
You nothing excites you like getting to play around inside someone else's head.

- Each time a creature fails a saving throw against one of your spells or abilities that includes the charmed condition, it gains 1d4 psychic stimulation
- You gain 1d4 psychic stimulation each time a creature you can see or hear fails a saving throw against these effects.

Ice Enthusiast
Nothing heats you up like an icy chill applied in just the right way. The colder the better.

- You gain resistance to cold damage
- Whenever you take cold damage, you gain cold stimulation equal to the same amount.

Impact Brawler
Nothing gets you as horny and riled up as a good old fashioned fight, and all that impact has taught you how to take a punch.

- You gain resistance to bludgeoning damage from nonmagical sources.
- You gain the hyperaroused condition while at or below half your hit point maximum.

Lactophile
Something about massive milky breasts just sends you over the edge.

- Sexual advances made against you are made with advantage if they involve the use of breasts.
- Once per round, when you witness a creature lactating, you gain psychic stimulation equal to your proficiency bonus.
- You have advantage on sexual advances when targeting a creature's breasts, and add your proficiency bonus to stimulation dealt in this way.

Lifestyle Dominant
You know how to command others, and gain an erotic thrill from watching them do as they are told.

- You may cast the *Command* spell without expending a spell slot. You may do so a number of times equal to your proficiency bonus, after which you must complete a long rest before you may do so again. Charisma is your spellcasting ability for this spell.
- If a creature fails its saving throw against this spell, you gain psychic stimulation equal to the amount by which the saving throw was failed.

Lifestyle Submissive
Your greatest pleasure comes form serving others, and you have been well trained to do so.

- You may take the help action as a bonus action on your turn.
- You have disadvantage on saving throws against intimidation and persuasion checks, as well as effects that apply the charmed, or frightened, or infatuated conditions.

Masochist
You like Pain - plain and simple. The more it hurts, the better it feels.

- Once per round, when you take damage from a weapon attack or unarmed strike, you may use your reaction to gain psychic simulation equal to half the damage taken. If you do so, you gain temporary hit points equal to the damage taken.

Milk Maiden
The feeling of warm milk being squeezed from your tits is just too much!

- You gain vulnerability to the reciprocal stimulation of your own breasts.
- You regularly produce milk, so long as you have no levels of exhaustion. You produce enough milk each day to feed 2 creatures other than yourself.

Musk Huffer
Nothing get you hotter than the thick musk of your partner or the sweet spell of potent pheromones, and you have become a connoisseur of such scents.

- You gain the hyperaroused and intoxicated condition while in the presence of strong sexual aromas such as those produced by a musky partner, or the pheromone releases of a predatory plant.
- You have advantage on nature and survival checks made to locate or track creatures by scent.

Nudist
Clothing and Armor are simply anathema to who you are, and wearing them causes you nothing but irritation.

- While you are not wearing any armor, your armor class equals 12 + your Dexterity modifier. You can use a shield and still gain this benefit.
- You have advantage on saving throws against the effects of extreme climates.
- You lose all proficiency with armor of any type, and have disadvantage on skill checks, attack rolls, and saving throws while wearing any clothes other than lingerie or fetish armor.

Obsessive Little
You crave the unwavering affection, and erotic attention, of a dedicated caretaker, and are eager to please those who would call you theirs

- Choose one ally or sexual partner. You have advantage on checks and sexual advances made to please this creature. If this creature dies or is absent from your life for at least 1 month, you may choose a new ally or sexual partner.
- You are infatuated by your chosen creature, and have disadvantage on saving throws while unable to see or hear the target of this infatuation.

Overstim Addict
You are obsessed with pushing the limits of just how much pleasure your body can take. And have pushed yourself past the edge on countless occasions.

- You treat each level of overstimulation as if it were one level less.
- When making a saving throw to recover from climaxing, you treat any dice roll lower than 10 as a 10.
- You begin gaining levels of overstimulation after your first repeated climax, instead of your third.

Parasite Breeder
Be it Vespia eggs, writhing tentacles, or the seeds of some lustful plant, You love being used as a seedbed for all sorts of strange and alien life.

- You automatically fail saving throws made to resist non-traditional pregnancy. Your gestation period for these pregnancies is reduced by half, and you produce twice the normal number of offspring.
- You gain proficiency in Deep Speech, and can speak telepathically to aberrations and oozes as if you shared a language.

Plantfucker
Some might say you like plants little bit too much. You would say that maybe they just haven't loved them enough...

- You have advantage on survival checks and knowledge checks relating to plants.
- You know the *Speak with Plants* spell, and may cast it once between long rests without expending a spell slot
- You gain vulnerability to stimulation from plant type creatures.

Pyrosexual
You like it hot, and not just metaphorically. All you need to get yourself started is the right kindling.

- You gain resistance to fire damage.
- Whenever you take fire damage, you gain fire stimulation equal to the same amount.

Rebellious Brat
Just because you want to be dominated, doesn't mean you are going to make it easy.

- You have Advantage on Saving throws against intimidation and persuasion checks.
- When you fail a saving throw against an intimidation or persuasion check, you gain psychic stimulation equal to half the Saving throw DC

Rigger
You have spent countless hours learning intricate and erotic restraints, and know a thousand and one ways to keep someone bound.

- You may us a bonus action to apply bindings that require a single grapple check to apply.
- The number of checks you require to apply restraints is reduced by half.
- You gain the hyperaroused condition while you have line of sight to a restrained or bound creature.

Robosexual
Constructs, Automatons, and Innovations of artifice drive you wild in a way that flesh and blood just don't.

- You know the mending cantrip, and gain proficiency with tinker's tools.
- You gain the hyperaroused condition while within 30 ft of a mechanical construct.

Rope Bunny
You are intimately familiar with ropes, chains, and other forms of bondage, and your time spent tied up has taught you how to break free of most restraints when you need to.

- You gain the hyperaroused condition while Subject to the grappled, restrained, or any bound conditions.
- You have advantage on checks made to escape the grappled, restrained, or any bound conditions.

Sexual Sadist
You get off on causing pain, and know how to use weapons in unique and exciting ways.

- You gain proficiency in 3 martial or exotic weapons of your choice, and may use them as sexual implements.
- Whenever you deal damage or stimulation using these weapons, you gain psychic stimulation equal to half the damage or stimulation dealt. This stimulation cannot be reduced in any way.

Shock Jockey
50,000 Volts, strait to the nipples? Sounds like a good time to you!

- You gain resistance to lightning damage
- Whenever you take lightning damage , you gain lightning stimulation equal to the same amount.

Slave Keeper
Your partners know that they are no more than property to you. Valuable property.

- Allies with which you have had sex have disadvantage on charisma checks and saving throws while within 10 ft of you.
- Whenever a creature you can see targets an ally within 10 ft of you with an attack or sexual advance, you may use your reaction to make an opportunity attack against the triggering creature.

Shameful Slut
Is it really your fault if you get off on being treated like dirt? Yes, yes it is, you filthy little pervert.

- You have Advantage on Saving throws against the frightened, flustered, and charmed, conditions.
- You gain psychic stimulation, rather than damage from spells, cantrips and other magical effects such as *Vicious Mockery* or *Slutshame*, which rely on verbal abuse or degradation.
- While frightened or flustered, you are also hyperaroused and charmed by the source of the triggering condition.

Somnophile
You prefer your partners unconscious and know a few tricks for keeping them that way.

- When your make a sexual advance against a sleeping or unconscious creature, you may use your reaction to make slight of hand check with a DC equal to 12 + the target's inhibition bonus. On a success, the target remains unconscious and unaware of your actions.
- The stimulation caused by the reciprocal property of your sexual implements is doubled when making sexual advances against sleeping or unconscious creatures.
- When making an indirect advance against a sleeping or unconscious creature, you gain psychic stimulation equal to 1d8 + your advance modifier.

Small Game Hunter
You like your partners to be bite sized and tight to match.

- Your phallic sexual implements do not deal damage to creatures more than one size category smaller than yourself.
- You are treated as one size category smaller when determining the size category of your natural yonic implements.
- When receiving sexual stimulation from a creature of a size category smaller than your own, you gain 1d8 additional stimulation of the same type.

Swinger
One is boring, two is alright, But three or more is where it finally starts to get interesting.

- You gain resistance to stimulation from direct sexual advances if you are currently engaged by less than two partners
- Whenever you gain stimulation, from a direct sexual advance, you gain additional stimulation equal to your current number of active partners, minus 1, up to a maximum of 10.

Toy Collector
No living creature will ever be able to please you as well as your favourite toys.

- You gain 1d4 less stimulation from cocks, pussies, assess, breasts, mouths, and tongues.
- You gain 1d4 additional stimulation from artificial implements and artificial constructs.

Throat GOAT
You get off just wrapping your lips around a throbbing cock or slipping your tongue inside a glistening pussy.

- The stimulation dice of your mouth and tongue both become 1d8.
- Your mouth and tongue gain the reciprocal property.

Trance-Sexual
Nothing is more erotic to you than having your mind altered or played with - which has forced you to be hyper-aware of how you might be manipulated.

- You have advantage on insight checks, and checks made to recognize illusions or enchantments.
- You gain Vulnerability to psychic stimulation, and have disadvantage on saving throws against enchantment spells, or other effects that would alter your thoughts or behaviours.

Voraphile
For better or worse, "Swallowing" has en entirely different meaning to you.

- While Engulfed, you gain 1d8 acid stimulation at the start of each of your turns.
- While Engulfed, any stimulation you deal to the creature engulfing you is doubled.
- You may expend half of your movement to automatically escape the Encased or Engulfed Conditions.

Voyeur
You get off watching the erotic exploits of others, and have a knack for noticing things you were never intended to see.

- You have advantage on investigation and perception checks while hidden.
- You gain psychic stimulation equal to your level whenever you witness a creature you are hidden from hit with or fail a saving throw against a sexual advance.

Wanton Whore
Who says you can't mix business with pleasure? Nothing gets you hotter than a fistful of dirty gold coins.

- You have advantage on persuasion checks made to offer bribes or payment in the form of sexual favors.
- You gain the hyperaroused condition while performing sexual acts in return for payment or favours.

Xenophile
The stranger the anatomy, the more exciting the experience. You are always on the lookout for new and exciting monsters to be ravished by.

- You have advantage on knowledge checks made to identify creatures.
- When attacking a creature you have correctly identified in this way, you score a critical hit on a roll of 19 or 20
- You gain vulnerability to stimulation from tentacles, pseudopods, and other non-human sexual implements.

Spells

Across the untold centuries, countless perverse and erotic spells have been crafted, to fulfil and exploit all manner of sexual desires. Many of those spells are listed here, although there may always be more.

Arcane

Arcane Spellcasters are those who draw their magic from innate magical prowess, contracts with powerful eldritch beings, or from the weave of magic itself. Their spells are varied, and often learned through study of arcane secrets or first manifest only in dire circumstance. If you aren't sure what source a spellcaster's magic comes from, it is probably Arcane

Source Based spell Lists

The spell lists in this section are categorized not only by class, but also by magical source, with each class listed under one of these sources. Often assigning a character a spell list based on the source of their magical power can make more sense than using the spell list granted by their class - such as in the case of a divine soul sorcerer, or a nature cleric.

This can also help identify what spells might be available to various homebrew classes and subclasses, based on the source of their spellcasting

If something in these lists feels out of place for your character or setting, or you feel it would make sense for your character to know spells not on their class's list, feel free to consult with your DM to decide of changes to your spell list should be made

Bard Spells

Cantrips (0 level)

Bodywrite
Censorship
Cumshot
Cunniliguist's Tongue
Faerie's Photograph
Handjob
Invasive Thought
Laundry Day
Lubricate
Runar's Instant Disrobing
Sensual Tone
Sinful Caress
Spike Food and Drink
Vibe Check
Vibration

1st Level

Affirm Gender
Alter Genitals
Cold Shower
Cuckold's Curse
Detect Sexuality
Maddening Desire
Mantra
Pregnancy Ward
Scarlet Letter
Vilga's Phallic Enhancement
Wendy's Wanton Dismissal

2nd level

Begone Thot
Dominae's Desperate Denial
Flames of Desire
Heatwave
Infatuating Shaft
Instant Recovery
Lustful treat
Solomon's Sudden Sodomy
Spectral Stockade
Voyeurs Vision
Word of Safety

3rd level

Animate Clothes
Animate Implement
Ass-Clap
Enthralling Touch
Incite Lust
Intoxicating Smile
Locate Hookup
Lustful spirits
Predator's Punishment
Ruby's Mindfuck
Selina's Gloryhole

4th level

Arcane Leash
Bimbeaux's Gambit
Celia's Comfy Cottage
Cupids Arrow
Dimetria's Demanding Desire
Elastic Orifice
Gangbang
Lovenest
Serpent's Shaft
Sexual Dysfunction
Sexual Thievery
Siren's Song
Song of Soothing
Slutshame
Stunning Orgasm
Suppress Inhibition

5th level

Dismiss Wardrobe
Dominate Clothes
Greater Suggestion
Janine's Arcane Theatre
Sexual Dissonance
Swap Sensation

6th level

Brutal Brain-Fuck
Lecherous Lactation
Healing Hot Spring
Insatiable Erection
Vixen's Heat

7th level

Catherine's Familiar Bonding
Power Word Masturbate
Transfer Pregnancy

8th level

Mass Bestow Curse
Mindbreak

9th level

Power Word Cum
Reign of Cum

Sorcerer Spells

Cantrips (0 level)
Cumshot
Cunniliguist's Tongue
Faerie's Photograph
Handjob
Invasive Thought
Laundry Day
Lubricate
Runar's Instant Disrobing
Ruin Orgasm
Sinful Caress
Taliah's Tricky Teleportation
Tentacle
Vibration

1st Level
Affirm Gender
Alter Genitals
Cold Shower
Detect Sexuality
Maddening Desire
Salivate
Salty Surprise
Primal Musk
Vilga's Phallic Enhancement
Wendy's Wanton Dismissal

2nd level
Begone Thot
Dominae's Desperate Denial
Fantastic Fuckhole
Flames of Desire
Heatwave
Inflate
Instant Recovery
Pheramone Bloom
Succubus' Kiss
Sudden Sodomy
Supersize
Voyeur's Vision

3rd level
Animate Clothes
Animate Implement
Ass-Clap
Enthralling Touch
Incite Lust
Intoxicating Smile
Locate Hookup
Minor Gateway
Predator's Punishment
Ruby's Mindfuck
Swallow

4th level
Arcane Leash
Bimbeaux's Gambit
Breathlessness
Bukake
Dimetria's Demanding Desire
Elastic Orifice
Gangbang
Medusa's Grasp
Serpent's Shaft
Sexual Thievery
Stunning Orgasm
Suppress Inhibition

5th level
Burning Arousal
Dismiss Wardrobe
Dominate Clothes
Genital Torsion
Greater Suggestion
Heartthrob
Swap Sensation

6th level
Brutal Brain-Fuck
Sophie's Technicolor Tentacles
Lecherous Lactation
Vixens Heat
Vore

7th level
Catherine's Familiar Bonding
Power Word Masturbate
Semen Storm

8th level
Delayed Blast Orgasm
Mindbreak
Power Word Pregnancy

9th level
Power Word Cum
Reign of Cum
Plague of Perversion

Warlock Spells

Cantrips (0 level)
Bodywrite
Cunnilinguist's Tongue
Invasive Thought
Laundry Day
Lubricate
Ruin Orgasm
Sinful Caress
Spike Food and Drink
Tentacle
Vibration

1st Level
Affirm Gender
Alter Genitals
Cuckold's Curse
Detect Sexuality
Maddening Desire
Mantra
Scarlet Letter
Vilga's Phallic Enhancement
Wendy's Wanton Dismissal

2nd level
Dominae's Desperate Denial
Flames of Desire
Heatwave
Succubus' Kiss
Sudden Sodomy
Supersize
Voyeur's Vision

3rd level
Animate Clothes
Animate Implement
Enthralling Touch
Incite Lust
Intoxicating Smile
Lustful Spirits
Minor Gateway
Predator's Punishment
Ruby's Mindfuck
Selina's Gloryhole
Swallow

4th level
Arcane Leash
Bimbeaux's Gambit
Breathlessness
Bukake
Dimetria's Demanding Desire
Elastic Orifice
Engulfing Blackness
Gangbang
Limbless Prison
Medusa's Grasp
Sexual Thievery
Slutshame
Sexual Dysfunction
Suppress Inhibition

5th level
Burning Arousal
Dismiss Wardrobe
Dominate Clothes
Genital Torsion
Greater Suggestion
Heartthrob
Janine's Arcane Theatre
Sexual Dissonance
Swap Sensation
Vore

6th level
Brutal Brain-Fuck
Insatiable Erection
Lecherous Lactation
Sophie's Technicolor Tentacles
Vixens Heat
Vore

7th level
Branding Desire
Catherine's Familiar Bonding
Idealian's Dismemberment
Wall of Tentacles

8th level
Mass Bestow Curse
Mindbreak
Prison of Perversion

9th level
Defile Bloodline
Reign of Cum
Power Word Cum
Plague of Perversion
Total Rewrite

Wizard Spells

Cantrips (0 level)
Bodywrite
Censorship
Cumshot
Cunniliguist's Tongue
Faerie's Photograph
Handjob
Invasive Thought
Laundry Day
Lubricate
Runar's Instant Disrobing
Ruin Orgasm
Sinful Caress
Taliah's Tricky Teleportation
Tentacle
Vibe Check
Vibration

1st Level
Affirm Gender
Alter Genitals
Cold Shower
Cuckold's Curse
Detect Sexuality
Maddening Desire
Mantra
Numbing Sensation
Pregnancy Ward
Primal Musk
Salty Surprise
Salivate
Scarlet Letter
Vilga's Phallic Enhancement
Wendy's Wanton Dismissal

2nd level
Begone Thot
Dominae's Desperate Denial
Fantastic Fuckhole
Flames of Desire
Heatwave
Inflate
Instant Recovery
Lustful Treat
Magecock
Spectral Stockade
Succubus' Kiss
Sudden Sodomy
Supersize
Voyeurs Vision
Word of Safety

3rd level
Animate Clothes
Animate Implement
Enthralling Touch
Incite Lust
Intoxicating Smile
Locate Hookup
Minor Gateway
Painless Birth
Predator's Punishment
Ruby's Mindfuck
Selina's Gloryhole

4th level
Arcane Leash
Bimbeaux's Gambit
Breathlessness
Bukake
Celia's Comfy Cottage
Dimetria's Demanding Desire
Elastic Orifice
Gangbang
Limbless Prison
Medusa's Grasp
Serpent's Shaft
Sexual Dysfunction
Sexual Thievery
Siren's Song
Slutshame
Stunning Orgasm
Suppress Inhibition

5th level
Burning Arousal
Dismiss Wardrobe
Dominate Clothes
Genital Torsion
Greater Suggestion
Heartthrob
Janine's Arcane Theatre
Sexual Dissonance
Swap Sensation
Victoria's Secret Pocket

6th level
Brutal Brain-Fuck
Insatiable Erection
Lecherous Lactation
Sophie's Technicolor Tentacles
Vixens Heat

7th level
Catherine's Familiar Bonding
Idealian's Dismemberment
Power Word Masturbate
Semen Storm
Wall of Tentacles

8th level
Delayed Blast Orgasm
Mass Bestow Curse
Mindbreak
Power Word Pregnancy
Prison of Perversion

9th level
Defile Bloodline
Living Seal
Plague of Perversion
Power Word Cum
Total Rewrite

Divine

Divine spellcasters are those who draw their power from unyielding faith or worship of something far greater than themselves. These spellcasters often hold a single god, pantheon or ideal all else, and call on these things to grant them power and perform miracles.

Cleric Spells

Cantrips (0 level)
Bodywrite
Censorship
Lubricate
Runar's Instant Disrobing
Ruin Orgasm
Sinful Caress
Spike Food and Drink
Vibe Check
Vibration

1st Level
Affirm Gender
Alter Genitals
Cold Shower
Cuckold's Curse
Dee's Nutritious Nutt
Detect Sexuality
Mantra
Numbing Sensation
Pregnancy Ward
Saint's Resolve
Scarlet Letter
Soothing Embrace
Vilga's Phallic Enhancement

2nd level
Begone Thot
Dominae's Desperate Denial
Flames of Desire
Instant Recovery
Spectral Stockade
Succubus' Kiss
Supersize
Voyeur's Vision
Word of Safety

3rd level
Enthralling Touch
Incite Lust
Intoxicating Smile
Locate Hookup
Lustful Spirits
Minor Gateway
Painless Birth
Predator's Punishment

4th level
Arcane Leash
Dimetria's Demanding Desire
Elastic Orifice
Fertile Ground
Limbless Prison
Lovenest
Miraculous Milk
Sexual Dysfunction
Slutshame
Suppress Inhibition

5th level
Angel's Embrace
Dismiss Wardrobe
Rapid Pregnancy
Sexual Dissonance

6th level
Blessed Birth
Healing Hot Spring

7th level
Branding Desire
Transfer Pregnancy

8th level
Mass Bestow Curse
Power Word Pregnancy
Prison of Perversion

9th level
Defile Bloodline
Living Seal
Power Word Cum
Total Rewrite

Paladin Spells

1st Level
Affirm Gender
Cold Shower
Detect Sexuality
Numbing Sensation
Saint's Resolve
Scarlet Letter
Soothing Embrace
Vilga's Phallic Enhancement
Wendy's Wanton Dismissal

2nd level
Begone Thot
Dominae's Desperate Denial
Instant Recovery
Sudden Sodomy
Word of Safety

3rd level
Locate Hookup
Lustful Spirits
Painless Birth
Predator's Punishment

4th level
Celia's Comfy Cottage
Limbless Prison
Sexual Dysfunction
Stunning Orgasm
Suppress Inhibition

5th level
Angel's Embrace
Sexual Dissonance

Primal

Primal casters draw on ancient and worldly sources of magic, preserving ancient traditions, or harnessing the wild forces of nature. Many primal casters call on ancestral spirits, or the land itself for their power, While others have simply learned to mimic the magical abilities of the wild fey or of powerful magical beasts.

Druid Spells

Cantrips (0 level)
Bodywrite
Cumshot
Faerie's Photograph
Invasive Thought
Laundry Day
Lubricate
Spike Food and Drink
Tentacle
Vibe Check
Vibration

1st Level
Affirm Gender
Alter Genitals
Cold Shower
Dee's Nutritious Nutt
Detect Sexuality
Numbing Sensation
Pregnancy Ward
Primal Musk
Salivate
Vilga's Phallic Enhancement

2nd level
Dominae's Desperate Denial
Flames of Desire
Heatwave
Instant Recovery
Pheramone Bloom
Supersize
Voyeur's Vision
Word of Safety

3rd level
Ass-Clap
Enthralling Touch
Incite Lust
Locate Hookup
Lustful Spirits
Painless Birth
Predator's Punishment
Swallow

4th level
Arcane Leash
Dimetria's Demanding Desire
Elastic Orifice
Feral Stamina
Fertile Ground
Medusa's Grasp
Miraculous Milk
Serpent's Shaft
Sexual Thievery
Siren's Song
Suppress Inhibition

5th level
Burning Arousal
Dismiss Wardrobe
Genital Torsion
Heartthrob
Rapid Pregnancy
Sexual Dissonance
Victoria's Secret Pocket

6th level
Bestial Transformation
Brutal Brain-Fuck
Blessed Birth
Insatiable Erection
Letcherous Lactation
Healing Hot spring
Sophie's Technicolor Tentacles
Vixens Heat
Vore

7th level
Catherine's Familiar Bonding
Semen Storm
Transfer pregnancy
Wall of Tentacles

8th level
Mindbreak
Power Word Pregnancy

9th level
Living Seal
Plague of Perversion

Ranger Spells

1st Level
Affirm Gender
Alter Genitals
Dee's Nutritious Nutt
Detect Sexuality
Maddening Desire
Numbing Sensation
Pregnancy Ward
Primal Musk
Saint's Resolve
Salty Surprise
Salivate
Vilga's Phallic Enhancement

2nd level
Dominae's Desperate Denial
Flames of Desire
Heatwave
Infatuating Shaft
Instant Recovery
Pheramone Bloom
Spectral Stockade
Sudden Sodomy
Supersize
Word of Safety

3rd level
Incite Lust
Locate Hookup
Minor Gateway
Painless Birth
Predator's Punishment
Swallow

4th level
Arcane Leash
Breathlessness
Bukake
Celia's Comfy Cottage
Cupid's Arrow
Dimetria's Demanding Desire
Elastic Orifice
Feral Stamina
Fertile Ground
Medusa's Grasp
Miraculous Milk
Serpent's Shaft
Suppress Inhibition

5th level
Burning Arousal
Dismiss Wardrobe
Genital Torsion
Rapid Pregnancy
Sexual Dissonance
Victoria's Secret Pocket

Spell Descriptions

There are few things that motivate mortals more than sex, and no less can be said of mages. While most would deny it, anyone with access to magic has at some point wondered just what sorts of unique pleasure they might experience - or create - through their unique craft.

The spells below are Presented in alphabetical order, and represent some of the most well known spells, designed specifically for sex or related purposes.

Affirm Gender

1st- level transmutation (ritual)

Casting Time: 1 action
Range: touch
Components: V, S
Duration: 8 hours

With a gentle touch and an affirming word, you alter a creature's sexual characteristics and natural implements to match it's gender. Sexual implements created in this way are of the same size category as the creature they are attached to.

At Higher Levels: When you cast this spell using spell slot of 2nd Level or higher, the duration of the spell increases by 8 hours for each slot level above 1st. When you cast this spell using spell slot of 6th level or higher, the effect instead becomes permanent.

Alter Genitals

1st- level transmutation

Casting Time: 1 action
Range: touch
Components: V, S
Duration: 2 hours

A common bit of magic among horny young apprentices, and perfectly suited for those looking to experiment. You touch yourself or another creature, transofrming thier genitals from their native form to something more interesting. Unwilling creatures amy attempt a charisma saving throw to resist the effects of this spell. You decide the appearance of the new genitals, and may choose to swap the target's genitals for another sexual implement of your choice form the following list: *Cock, Ovipositor, Pussy, Pseudopods, or Tentacles*

At Higher Levels: When you cast this spell using spell slot of 2nd Level of higher, the duration of this spell increases for 2 hours for each slot level above 1st.

Angel's Embrace

5th- level necromancy

Casting Time: 1 action
Range: touch
Components: V, S
Duration: Concentration, up to 10 minutes

You extend to your partner the gift of holy ecstasy, allowing pleasure of the body to revitalize the soul. For the duration of this spell, whenever the target gains stimulation of a type other than necrotic, it regains hit points equal to half the same amount.

This spell ends early if the target takes damage form any source.

At Higher Levels: When you cast this spell using spell slot of 6th Level of higher, the duration of the spell increases by 10 minutes for each slot level above 6th.

Animate Clothes

3rd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a length of silver thread)
Duration: Concentration, up to 1 minute

You give eldritch life to the target's clothes, causing them to sexually assault their wearer.

Choose a piece of clothing or armor within range. You bestow the chosen object with unsettling eldritch life, causing it to animate and sexually assault it's wearer. Any creature wearing the object takes 2d8 acid stimulation as living tendrils grope and molest it's body. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this stimulation again.

As an action on it's turn, the creature may attempt to rapidly free itself from the clothes by making a dexterity check against your spell save DC. If the creature takes stimulation from the worn clothes, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the stimulation increases by 1d8 for each slot above 3rd.

Animate Implement
3rd-level transmutation

Casting Time: 1 Action
Range: 10 ft
Components: V, S
Duration: Concentration, up to 1 hour

You point to an artificial implement within range, instilling it with a facsimile of life and movement. The target animates and to life for the duration or until you dismiss it as an action. It has 18 AC, 20 hit points, 4 Strength, and 18 Dexterity. Its Constitution is 10, its Intelligence and Wisdom are 3, and its Charisma is 1. It has a fly speed of 10 ft, and can hover.

If the animated implement drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. The spell ends vanishes if the implement is ever more than 60 feet away from you.

You can use a bonus action on your turn to control the implement (if you animate multiple implements, you can command any or all of them at the same time, issuing the same command to each one). If you command the implement to make a sexual advance, it can make a single martial advance against a creature within 5 feet of it. Once given an order, the implement continues to follow it until its task is complete.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, you can animate one additional implement for each slot level above 3rd.

Arcane Leash
4th-level abjuration

Casting Time: 1 Action
Range: 10 ft
Components: V, S, M (a length of rope, chain, or leather strip)
Duration: Concentration, up to 1 hour

You snap your fingers and demand obedience as a spectral collar clasps around the neck of your target, preventing them from straying beyond your reach. Choose one creature within 10 feet that you can see. The target must succeed on a charisma saving throw, or become infatuated by you for the duration of this spell.

While infatuated in this way, the creature is Leashed to you by a spectral chain roughly 10 ft in length. This chain is incorporeal and cannot be broken or damaged except by way of a dispel magic spell or similar. If a spell or magical effect would force the target to move more than 10 ft from you, the spectral leash snaps, and the spell ends.

Ass-Clap
3rd-level evocation

Casting Time: 1 action
Range: touch
Components: S
Duration: concentration, up to 1 minute.

Firmly slapping the ass of a nearby creature, you instil it's movement with thunderous power. Make a spell advance against a single creature within 5 ft. On a success, the target takes 3d6 thunder stimulation, and you create a burst of thunderous sound, which can be heard 100 feet away.

Each creature within 10 feet of the target must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage. For the duration of this spell, This burst of sound occurs again each time the target moves more than 5ft as part of it's turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, both the thunder damage and thunder stimulation increases by 1d6 for each slot level above 3rd.

Branding Desire
7th-level enchantment

Casting Time: 1 action.
Range: 60 feet
Components: V, S, M (a desirium gemstone worth at least 1000gp)
Duration: concentration, up to 24 hours

You brand your foe with a mark of unbearable lust. Choose one creature you can see within range. The target gains a Lustbrand of 3rd tier or lower, which you choose. The brand lasts for the duration of this spell. If the target climaxes before this spell ends, the brand becomes permanent, and can be removed only by a wish spell, or similar magic.

At Higher Levels: When you cast this spell using spell slot of 8th level, the maximum tier of the brand increases to 4th. When you cast this spell using spell slot of 9th level, and the maximum tier of the brand increases to 5th. Casting this spell at 8th level or higher grants a duration that does not require concentration.

Begone Thot
2nd-level abjuration

Casting Time: Reaction, When you are targeted by a sexual advance
Range: 20 ft
Components: V, S
Duration: Instantaneous

You speak words of arcane power, expelling a creature who's sexual attentions are unwanted. The triggering creature must succeed on a dexterity saving throw or be teleported to a random space within 120 ft that is not within your line of sight.

Bestial Transformation
6th-level transmutation

Casting Time: 1 Action
Range: 30 ft
Components: V, S
Duration: 1 hour

You channel the primal instincts of a virile beast to transform a single creature within range into a far more ferocious form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

For the duration of this spell, the target takes on a semi-bestial appearance, and it grows bestial claws, fangs, spines, horns or some other natural weapon of your choice. It's speed increases by 10 ft, and it's unarmed strikes deal an additional 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose; it is considered proficient with these unarmed strikes.

While affected in this way, the target gains the nyphomanic condition, and the stimulation dice of it's natural implements increases to 1d10. A creature affected by this spell can communicate only falteringly outside of bestial growls, grunts, and moans.

Each time the target reaches climax, it makes a constitution saving throw, ending the spell's effect on a success. The spell also ends if the target is reduced to 0 hit points.

Blessed Birth
6th- level necromancy (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (The fruit of a blessed tree)
Duration: 8 hours

You feed the blessed fruit to a willing creature, imbuing their body with sacred fertility. The target cannot be a construct or undead. For the duration of this spell the target gains the hyperfertile condition, and is considered reproductively compatible with all living creatures. If the creature becomes pregnant or impregnates another creature during this period, that pregnancy cannot be terminated.

At Higher Levels: If you cast this spell using a spell slot of 7th Level or higher, you also may affect undead creatures in this way. If you cast this spell using a spell slot of 9th Level or higher, you also may affect constructs in this way.

Bimbeaux's Gambit
4th-level enchantment

Casting Time: 1 Action
Range: 30 ft
Components: V, S, M (a balloon or bubble)
Duration: Instantaneous

With the popping of a bubble, you thrust a portion of your mind into that of your foe, suddenly obliterating your own thoughts to unleash a crippling psychic blast. Choose one creature within 30 feet that you can see, and reduce your intelligence score by 1d4. This reduction lasts until you complete a long rest.

The target must make an intelligence saving throw. On a failed save, the target takes 8d8 psychic damage and is stunned until the start of your next turn. On a successful save, the creature takes half as much damage and is intoxicated.

If this spell would reduce your intelligence score to 0 or fewer, your intelligence score is instead reduced to 1, and the size category of your natural implements increases by 1.

Bodywrite
Illusion cantrip

Casting Time: 1 bonus action
Range: 30 ft
Components: V, S, M (a quill or other writing implement)
Duration: 10 minutes

With an arcane flourish, you scrawl an inconcealable message on the skin of a nearby creature. You force a single creature you can see within range to make a dexterity saving throw. On a failure, the target's skin is marked as if with magical ink.

You choose the location and nature of these markings, and can create simple symbols and messages up to 10 words. The markings are in your own handwriting, and glow visibly through clothes, armor, or other coverings. These markings last for the duration of the spell, or until dispelled by way of a *dispell magic* spell, or similar magic.

At Higher Levels: The duration of this spell increases to 1 hour when you reach 5th level, 8 hours when you reach 11th level, and 24 hours when you reach 17th level.

Breathlessness
4th-level abjuration

Casting Time: 1 action
Range: 20ft
Components: V, M (A pearl worth at least 100 gp)
Duration: concentration, up to 1 minute.

You ward an ally (or enemy) against the simple act of breathing, ensuring that they remain unharmed even as they gasp for air. Choose one creature you can see within range. That creature must make a constitution saving throw. On a failure, the creature takes 1d10 force stimulation and begins suffocating. A creature that starts it's turn suffocating in this way takes 1d10 force stimulation. If a creature would be reduced to 0 hit points by suffocating in this way, it instead begins edging, and cannot recover from this condition until it can breath again, even if it climaxes. A creature may repeat its saving throw against this spell at the start of each of it's turns, ending the effect on a success

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's duration increases to 10 minutes

Brutal Brain-Fuck
6th-level transmutation

Casting Time: 1 action
Range: touch
Components: V, S, M (an amethyst gemstone worth at least 500 gp, which is consumed)
Duration: Concentration, up to 10 minutes

Tracing a line along the forehead of a willing or unconscious creature, opening a pussy-like portal directly into their mind. For the duration of this spell, the target's brain can be directly penetrated by a cock or other phallic implement, through the mouth, ear, or a pussy-like orifice located somewhere on it's head. Sexual advances made in this way are automatically treated as critical hits, and deal psychic stimulation in place of their normal stimulation type.

A creature who climaxes from this stimulation must make an intelligence saving throw. On a failed save, roll 3d6: If the total equals or exceeds the target's Intelligence score, the target is subjected to your choice of one of the following effects

- The Creature becomes infatuated by you.
- The Creature's Intelligence or wisdom is reduced by 1, to a minimum of 6
- The Creature's Inhibition Bonus is reduced by 1
- You implant a simple idea or desire into the creature's mind, which it accepts, and believes to be it's own.
- You erase a single memory of an event that the target experienced within the last 24 hours and that lasted no more than 10 minutes, eliminating all memory of the event.

This effect lasts until removed by way of a *greater restoration* spell or similar magic. If multiple effects are present, they must be removed individually

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the duration of the spell increases to 1 hour, and the number of d6's rolled increases by 1 for each slot level above 6th.

Bukake
4th-level evocation

Casting Time: 1 action
Range: 150 ft
Components: V, S, M (A vial of semen)
Duration: Instantaneous

Choose a point within 150 feet. An explosion of Magical Cum bursts forth within a 20 ft radius of this point. Any creature caught in the blast must make a dexterity saving throw, taking 10d4 acid stimulation and becoming blinded on a failure. The creature remains blinded until it or one of it's allies uses an action to wipe the cum from it's face. If the creature succeeds on its save, it takes half as much stimulation and is not blinded.

Burning Arousal
5th-level evocation

Casting Time: 1 action
Range: 30 ft
Components: V, S
Duration: Instantaneous

You call forth the flames of the abyss to sear a creature within range for their sinful ways. Choose one creature within range that you can see. The target must succeed on a charisma saving throw, or take fire damage equal to half it's current arousal.

A creature affected by this spell becomes immune to it's effects for 24 hours.

Catherine's Familiar Bonding
7th-level Enchantment (ritual)

Casting Time: 8 hours
Range: Touch
Components: V, S, M (an ornate collar worth at least 1,000 gp)
Duration: A Year and a Day

You clasp an ornate collar around a willing creature, binding them to you as if they were your familiar.

This creature acts independently of you, but obeys your commands to the best of it's ability. In combat, it rolls its own initiative and acts on its own turn.

While the creature is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through it's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

Finally, when you cast a spell with a range of touch, the creature can deliver the spell as if it had cast the spell. The creature must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You cannot have more than one creature bound to you as a familiar at a time. If you cast this spell while you already have a familiar, you instead replace your current familiar with the newly bound creature. If you cast this spell on the same creature every year for 7 years, it's effects become permanent.

Censorship
Illusion cantrip

Casting Time: 1 action
Range: self
Components: S, M (few drops of black ink)
Duration: 1 hour

You wave your hand in a warding gesture, creating a 30 ft sphere of censorship, centered on yourself. Up to 100 Words and sexual implements you choose are censored while within this zone, and cannot be fully perceived. You choose the form of this censorship: such as black bars which obscure sexual implements, or the sound of a bleating animal covering up foul language. This zone last for 1 hour, or until you choose to dismiss it as a free action.

Celia's Comfy Cottage
4th-level conjuration (ritual)

Casting Time: 1 minute
Range: 30 ft
Components: V, S, M (a brass doorknob)
Duration: 24 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 3 feet wide and 8 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a single room no larger than 20 ft in any dimension. The place is furnished and decorated as you choose, and contains a small wardrobe containing mundane garments of your choosing. Furnishings and other objects created by this spell dissipate into smoke if removed from the dwelling. When the spell ends, any creatures or outside objects inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Cold Shower
1st-level evocation

Casting Time: 1 action
Range: 30 ft
Components: V, S
Duration: Instantaneous

You conjure a sudden barrage of icy water to cool the heat of a lustful ally. Make a spell attack against a target you can see within range. On a hit, the target takes 1d8 cold damage, and it's arousal is reduced by twice the same amount. The target may immediately make a saving throw against one of the following conditions: hyperaroused, Intoxicated, infatuated or nymphomanic, adding this spell's damage to the result.

Cuckold's Curse
1st-level abjuration

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a drop of scorpion venom)
Duration: 1 hour

You cursing your target with cold numbness in place of sexual stimulation, preventing them form experiencing the pleasures of the flesh. Choose one creature you can see within range. The target must make a constitution saving throw, which it may choose to fail. On a failure the target gains 5 numbing points. While the target has these points, it gains resistance to stimulation from nonmagical sexual implements, and is immune to the reciprocal stimulation from it's own sexual implements.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of numbing points increases by 5 for each slot level above 1st.

Cumshot
Evocation cantrip

Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: Instantaneous

You unleash a load of fresh cum into the face of an unwitting creature. Choose one creature within range. The target must succeed on a Dexterity saving throw or take 1d6 acid stimulation and must immediately use it's reaction, if available, to wipe the cum from it's face.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th Level (2d6), 11th level (3d6) and 17th level (4d6).

Cunniliquist's Tongue
divination cantrip

Casting Time: 1 Action
Range: self
Components: V, S
Duration: 1 hour

For the duration, you become fluent in the languages known by any creature you bring to climax through oral sex. You understand only the spoken languages of the creature you have brought to climax and cannot read or write these languages.

You learn only as much of the language as the creature you have brought to climax understands, and speak with the same accent and dialect as that creature

Cupid's Arrow
4th-level evocation

Casting Time: 1 Action
Range: 90 ft
Components: V, S, M (a phial of fragrant purfume)
Duration: Concentration, up to 1 minute

A shimmering pink arrow streaks toward a target within range and bursts in a cloud of potent aphrodisiac. Make a ranged spell Attack against the target. On a hit, the target takes 1d8 poison stimulation, and must succeed on a wisdom saving throw or become infatuated by the next sexually compatible creature it sees for the duration of the spell.

A creature may repeat this saving throw any time it takes damage, or is subjected to harm, ending the effect on a success. When the effect ends, the creature knows it was charmed.

At Higher Levels: The duration of this spell becomes 1 hour when cast at 5th level, 8 hours when cast at 6th level, 24 hours when cast at 7th level, 1 month, when cast at 8th level, and 1 year when cast at 9th level. Casting this spell using a spell slot of 6th level or higher grants an duration that doe snot require concentration.

Dee's Nutritious Nutt
1st- level necromancy (ritual)

Casting Time: 1 action
Range: 10 ft
Components: V, S.
Duration: Instantaneous

You infuse the lifegiving seed of a creature within range to provide sustenance for those in need. Choose one target within range that has a cock. For the next minute, each time the target climaxes, it produces 1d4 liters of cum. Directly consuming or receiving at least 1 liter of this cum through any sexual orifice restores 1 hit point per liter cosumed, and provides enough nourishment to sustain a creature for one day. The cum loses this potency if it has not been consumed within 10 minutes of being produced.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the amount of cum increases by 1d4 liters for each slot level above 1st.

Defile Bloodline
9th-level enchantment

Casting Time: 1 reaction, when a creature you are touching climaxes
Range: 5ft
Components: V, S, M (a vial of the target's blood or sexual fluids)
Duration: Until dispelled

In the moment of orgasm, you twist a creature's own lust into a nigh-unbreakable curse upon it's entire bloodline. The target must succeed on a Wisdom saving throw or become afflicted with a terrible curse. This curse extends not only to the creature but to all of it's current and future decedents. When you cast this spell, choose the nature of the curse from the following options:

- The creature gains the *Bestiathrope* racial template, with an associated beast of your choosing.
- The creature gains the *Vampire* racial template.
- The creature gains a single lustbrand of your choosing.
- The creature gains one curse listed in the *Miscellaneous Curses* section of this book

This spell can be dispelled only by way of a Wish Spell, or similar magic. Optionally, you may also define a single condition or course of action that may be completed to end this spell. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

Delayed Blast Orgasm
8th-level evocation

Casting Time: 1 action
Range: 69 ft
Components: V, S, M (a lustrous pearl worth at least 500gp)
Duration: Concentration, up to 10 minute

A beam of glowing purple energy fires from the tip of your fingertip, condensing into a pearl of pure lustrous energy within your partner. Make a ranged spell attack against a single creature in range. On a hit, the target gains the denied condition, and begins to glow with desperate arousal. When the spell ends, either because your concentration is broken or because you decide to end it, the pearl of arousal blossoms into an overwhelming explosion of pleasure and the target gains for e stimulation equal to the total accumulated stimulation.

The spell's base stimulation is 12d6. If at the end of your turn the pearl has not yet detonated, the stimulation increases by 1d6.

If the target comes into skin contact with another creature before the duration has ended, it must make a constitution saving throw. On a failed save, the spell ends immediately and any creature currently touching the target must make a constitution saving throw, taking force stimulation equal to the total accumulated stimulation on a failed save, or half as much on a success.

At Higher Levels: When you cast this spell using a spell slot of 9th level, the duration instead becomes 1 hour.

Demanding Desire
4th-level enchantment

Casting Time: 1 action
Range: touch
Components: V
Duration: 30 Days

You whisper words of erotic power into the mind of a nearby creature, implanting a desire that cannot be ignored. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the creature is charmed by you, it gains 3d6 psychic stimulation each time it acts in a manner to fulfil this desire, but no more than three times each day. A creature that can't understand you is unaffected by the spell. You can implant any desire you choose, short of a desire for the creature to directly harm itself. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels: When you cast this spell using a spell slot of 6th level, the duration is a year and a day. When you cast this spell using a spell slot of 7th or 8th level, the duration is year 12 years. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the Spells mentioned above.

Detect Sexuality
1st- level divination

Casting Time: 1 action
Range: Self, Touch
Components: V, S
Duration: Concentration, up to 1 minute

For the duration of this spell, you learn the basic elements of a creature's sexuality simply by looking at them. You can discern what sex or sexual characteristics a creature is attracted to, what races or creatures a creature is attracted to, and if a creature has a preference for dominance or submission during sex.

Alternatively, you may touch a single creature while casting this spell to learn one of the its Fetishes, Kinks or Sexual Fantasies. This spell does cannot reveal any information or sexual desires the target itself is unaware of.

Dismiss Wardrobe
5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You gesture a hand between yourself and a single creature within range, as if wiping away an ugly mark form a plane of glass. The creature must succeed on a strength saving throw, or have any nonmagical clothes or armor it is wearing stripped away and scattered on the ground in a 5 ft radius around it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you also affect magical clothing and armor with a rarity of Common. This increases to a rarity of Uncommon when cast at 7th level, a rarity of Rare at when cast at 8th level, and a rarity of Very Rare when cast at 9th level.

Dominate Clothes
5th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a length of golden thread)
Duration: Concentration, up to 1 minute

The Target's clothes animate to follow your commands, forcing the same acting on the target's turn, and attempting to force the target to follow your instructions.

At the start of each of it's turns, a creature wearing these clothes must make a strength saving throw. On a success, the creature takes it's turn normally. On a failure, the creature's clothes force it to obey your mental commands to the best of their ability. The clothes may force a creature to move, make an weapon attack or martial sexual advance, or any other physical action such as dodging or disengaging, but cannot force a target to speak or cast spells which require a verbal component.

As an action on it's turn, the creature may attempt to rapidly free itself from the clothes by making a dexterity saving throw. On a success, the creature strips naked, and it's clothes take on the statistics of a suit of Animated armor.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell's duration increases to 10 minutes. When you cast this spell using a spell slot of 8th level or higher, the spell's duration instead becomes 1 hour

Dominae's Desperate Denial
2nd-level abjuration

Casting Time: 1 action
Range: 10 ft radius
Components: V, S, M (a loop of silk ribbon)
Duration: Concentration, up to 10 minutes.

You cast your power out over those around you, denying them the release of orgasm. Each creature within range must make a charisma saving throw. A creature may choose to fail this saving throw. On a success, this spell has no effect. On a failure, a creature takes 1d6 psychic stimulation, and becomes denied for the duration of the spell, or until you grant it verbal permission to climax. Constructs and creatures immune to being charmed aren't affected by this spell.

The first time each round that a creature affected by this spell succeeds on a climax saving throw, roll 1d6. On a roll of 1, it's Inhibition Bonus is reduced by 1 for the duration of this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 10 minutes for each slot level above 2nd. When you cast this spell using a spell slot of 6th level or higher, the spell's duration instead increases by 1 hour for each slot level above 2nd. When you cast this spell using a spell slot of 9th level, the spell instead lasts until dispelled

Elastic Orifice
4th-level transmutation (ritual)

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a phial of sap from a rubber tree)
Duration: 1 hour

You trace your finger along the skin of a willing creature, instilling them with the rubbery resilience of a kobold in heat. For the duration of this spell, the target ignores any penalties or harmful effects caused by sexual penetration. Additionally, the Target's body can be stretched and distended by up to twice it's normal size, allowing it to safely store or transport items of an appropriate size inside of itself.

Enthralling Touch
3rd-level enchantment

Casting Time: 1 action
Range: touch
Components: V, S
Duration: Concentration, up to 1 minute

You reach seductively over another creature's body, attempting to enslave it to your will. The target must make a Wisdom saving throw. On a failed save, it takes 2d10 psychic stimulation and becomes infatuated by you for 1 minute. At the end of each of its turns, an infatuated target can make another Wisdom saving throw. On a success, it is no longer infatuated.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Engulfing Blackness
4th level transmutation

Casting Time: 1 action
Range: 60 ft
Components: V, M (A bottle of pitch, which is consumed)
Duration: Concentration, Up to 1 minute

Pouring out the bottle, you transmute it into a gooey mass of liquid shadow. The mass has an AC of 15, a movement speed of 15, and a number of hit points equal to your spells save DC. It has resistance to bludgeoning, piercing, and slashing damage, and immunity to stimulation from all sources.

As an action on your turn, you may command the mass to move up to it's speed. If the mass touches a creature at any point during it's movement, the triggering creature must succeed on a dexterity saving throw, or be engulfed by the mass. A creature engulfed by this mass is blinded and restrained, and takes 3d6 acid stimulation at the start of each of it's turns. The Mass gains 1 hit point for each point of stimulation dealt in this way.

A creature engulfed by the mass can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. The Mass is destroyed immediately if it takes any amount of radiant damage.

Faerie's Photograph
Illusion cantrip

Casting Time: 1 bonus action
Range: Self
Components: S, M (A pinch of flash powder)
Duration: instant

Forming a small aperture with your thumb and forefinger, you capture a mental image of the scene in front of you, and conjure a photograph of the image in your mind. The conjured photograph is a reflection of the image in your mind, rather than a perfect recreation of the scene in front of you, and may be inaccurate, or even drastically warped.

Fantastic Fuckhole
2nd-level transmuation

Casting Time: 1 Action
Range: 1 touch
Components: V, S, M (a silver ring)
Duration: 10 minutes.

Pressing a silver ring to the body of a creature in range, you open a strange but pleasurable new orifice somewhere on their body. The appearance and location of this orifice is up to you, but it serves as a sexual implement with the yonic and reciprocal properties. The stimulation dice of this orifice is 1d8.

This orifice lasts for the duration of the spell or until you use a bonus action to end the effect. If an implement or creature is inside this orifice when the effect ends, it takes 2d6 force damage and is shunted the nearest unoccupied space.

Feral Stamina
4th-level necromancy

Casting Time: 1 Action
Range: 1 touch
Components: S, M (bone powder from a feral beast)
Duration: 8 hours.

Blowing the powder over yourself or a single creature of your choice, you instil in them the wild stamina of a feral animal. For the duration of this spell, the target gains immunity to the effects of exhaustion and overstimulation, and automatically recovers the maximum amount when rolling hit dice or recovery dice.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may affect 1 additional creature for each spell slot above 4th.

Fertile Ground
4th-level transmutation (ritual)

Casting Time: 8 hours
Range: self (1 mile radius)
Components: V, S, M (a gallon of blood from freshly slaughtered livestock)
Duration: Instantaneous

You enrich the land around you instilling it with the blessings of a fertile harvest. For the next year, the area you bless gains the following regional effects

- Plants become enriched, and yield twice the normal amount of food when harvested.
- Livestock and prey animals grow and mature at twice the normal rate
- The area can suffer no droughts, and winters become mild for the region.
- Checks made to gather food, water, and other natural resources automatically succeed
- Creatures within the region are considered hyper-fertile, and pregnancies within the region proceed without risk or complication.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the spell increases by one mile for each spell slot above 4th.

Fertile Loins
1st-level transmutation (ritual)

Casting Time: 1 action
Range: touch
Components: V, S, M (a sample of horse semen)
Duration: 8 hours

Touching yourself or a creature in range you bless their loins with an abundance of life energy. For the duration of this spell, the target is considered hyperfertile/virile. This spell has no effect on infertile creatures, or those who cannot normally produce offspring.

Flames of Desire
2nd-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 hour

A glowing aura of lust surrounds you, empowering you with the sexual resilience of a succubus. For the duration of this spell, you gain 5 numbing points at the start of each of your turns. While you have these points, your natural implements deal an additional 1d6 fire stimulation, and reciprocal implements used against you deal twice the normal stimulation to their wielders.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the numbing points increase by 5 for each slot level above 2nd, and the fire stimulation increases by 1d6 for each slot level above 2nd.

Gangbang
4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (A tiny obsidian phallus)
Duration: Concentration, up to 1 minute

You fill a 10-foot radius sphere, centered on a point within in range, with throbbing, disembodied cocks. For the duration, these cocks turn the in the area into difficult terrain, and any creature that enters the affected area for the first time on a turn or starts its turn there, must succeed on a Dexterity saving throw or take 3d6 bludgeoning stimulation, and is restrained until the start of it's next turn.

When this spell ends, the Cocks all climax violently, forcing all creatures within the affected area to make a dexterity saving throw. A target takes 6d6 acid stimulation on a failed save, or half as much stimulation on a successful one

Genital Torsion
5th-level evocation

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a refractive prism)
Duration: Concentration, up to 1 minute

Using arcane force, you cruelly twist the reproductive organs of one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 8d6 force damage, or half as much damage on a successful save. If the target fails the saving throw, its is stunned for 1 minute. At the end of each of its turns, the target repeats the saving throw, ending the effect on a success.

This spell has no effect on constructs, or creatures that lack reproductive organs. A creature who fails their saving throw against this spell becomes infertile for 1d4 days. If the target is pregnant, the pregnancy is immediately terminated.

Greater Suggestion
5th-level enchantment (ritual)

Casting Time: 1 minute
Range: touch
Components: V, M (a pinch of gemstone dust worth at least 100gp)
Duration: 24 hours

You layer a powerful suggestion deep withing the subconscious of a sleeping or unconscious creature that can hear and understand you. Choose a specific condition or trigger (such as a spoken word, or the snap of a finger) and suggest a short activity or course of action. Creatures that can't be charmed are immune to this effect. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other act obviously harmful to itself ends the spell.

For the duration of this spell, each time the condition is met, the target must succeed on a Wisdom saving throw, or pursue the course of action you described to the best of its ability. If the condition isn't met before the spell expires, the activity is not performed.

At Higher Levels: When you cast this spell using a spell slot of 6th-level or higher spell slot, the duration is increases: 10 days for a 6th level slot, 30 days for a 7th level slot, a year and a day for an 8th-level spell slot. When you use a 9th-level spell slot, the duration is instead permanent.

Handjob
conjuration cantrip

Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: instantaneous

You create an etherial hand in the space of a creature within range. Choose a creature within range. The target takes force stimulation equal to 1d4+ your proficiency bonus.

At Higher Levels. This spell's stimulation increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4)

Healing Hot Spring
6th-level transmutation (ritual)

Casting Time: 4 hours
Range: Touch
Components: V, S, M (a flask of holy water)
Duration: Instantaneous

You enchant a body of water no larger than 20 ft in any dimension with restorative energy. For the next 7 days, the water gains the following effects:

- The water becomes pleasantly warm, and the area within 5 ft of the body of water is lightly obscured by a steamy fog.
- While bathing naked in this water, a creature regains 1 hit point at the start of each of its turns (10 hit points a minute).
- A creature who bathes naked in this spring for at least 1 hour is affected as if by the *Lesser Restoration* spell.
- A creature who bathes naked in this spring for at least 3 hours is affected as if by the *Greater Restoration* spell.

Casting the spell on the same body of water once a week for a year causes it's effects to become permanent.

Heartthrob
5th-level evocation

Casting Time: 1 action
Range: 60ft
Components: V, S
Duration: concentration, up to a 8 hours.

Wielding your own arousal as a weapon, you channel the pleasure you feel into a pounding force within the heart of your foe. Choose one creature you can see within range. The target must succeed on a constitution saving throw, or become magically tethered to you for the duration of this spell.

While tethered in this way, each time you gain stimulation from any source, the target must succeed on a constitution saving throw or take force damage equal to the same amount. If you Climax while a target is tethered to you in this way, the spell ends, and the target must succeed on a constitution saving throw or take 1d6 force damage for each recovery dice you spend as part of your climax.

This spell ends early if you and the target are on different planes of existence, or separated by a distance of more than 1 mile.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the distance at which this spell can be maintained increases by 1 mile for each slot level above 5th.

Heatwave
2nd-level evocation

Casting Time: 1 action
Range: 15 ft cone
Components: V, S
Duration: concentration, up to 1 minute.

Fanning yourself in a mock gesture of overwhelming heat, you release a wave of searing arousal to all those around you. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failure, a creature takes 2d6 fire stimulation, and becomes hyperaroused for the duration of the spell.

On each of your turns for the duration, you can use your bonus action to deal 1d6 fire stimulation to all hyperaroused creatures within 10 ft of you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire stimulation increase by 1d6 for each slot level above 2nd.

Idealian's Dismemberment
7th-level transmutation

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a fine, ball-jointed doll, worth at least 500 gp)
Duration: Concentration, up to 8 hours

Channelling your magic through the doll, you attempt to transfer it's unique properties to a single creature within range that you can see. The creature must make a Constitution saving throw. On a failed save, it becomes bonded to the doll for the duration of this spell. On a successful save, the creature isn't affected.

While a creature is bonded in this way, it's limbs and body parts become detachable in the same way as those of the doll. Removing a limb or other body part from the creature requires a successful DC 15 strength check. Alternatively, you may use an action on your turn to remove the limb or body part you wish from the doll, causing the same body part to detach from the target, falling to the ground at an unoccupied point within 5 ft of the target.

A detached limb or body part is still fully functional, and can move under it's own power under the control of the target, although it's actions and movements are limited to those it can perform without the rest of the target's body. Damage or stimulation dealt to the detached limb is dealt to the target as normal. If a limb or body part is destroyed while detached from the target, the target suffers from similar deformities if it reverts to its original state. A detached limb or body part may be reattached as an action by pressing it firmly back in place until an audible click is heard.

If this spell is cast on multiple targets at once, the detached body parts of the affected creatures become interchangeable, and can be attached to any of the affected creatures as if they were the creature it was detached from. Limbs and body parts remain under the control of the creature they came from, even if attached to another creature.

If you maintain your concentration on this spell for the entire possible duration, the creature remains bonded to the doll until the effect is removed using the *dispell magic* spell or similar magic. When the spell ends, the target returns to its normal state.

At Higher Levels: When you cast this spell using a spell slot of 8th Level or higher, you may target one additional creature for each slot level above 7th.

Incite Lust
3rd-level enchantment

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (your own natural implement)
Duration: Concentration, up to 1 minute

When you cast this spell, you present your natural implement and choose any number of creatures within range that can see you. Each target must succeed on a Wisdom saving throw or become infatuated by you until the spell ends, or until you or your companions do anything harmful to it. If an affected creature is within 5 feet of you, it must use it's action to make a sexual advance against you, otherwise it must use it's action to make a sexual advance against itself.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Infatuating Shaft
2nd-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before this spell ends, the projectile gives off a strong scent of perfume as it is loosed. The attack deals 2d6 psychic stimulation to the target instead of it's normal damage, and the target must succeed on a Wisdom saving throw, or be infatuated by you until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic stimulation increase by 1d6 for each slot level above 2nd.

Inflate
2nd-level transmuation

Casting Time: 1 Action
Range: 10ft
Components: S, M (a miniature bellows)
Duration: concentration, up to 1 minute.

Calling on the transformative powers of the wind, you inflate a creature's body, granting it a small modicum of flight. Choose a single creature in range. The target must make a constitution saving throw. On a failure, it's size category increases by one as it's body visibly inflates like a balloon. While inflated in this way, the target's movement speed is replaced with a fly speed of 10ft, and it has disadvantage on attack rolls and dexterity saving throws.

Instant Recovery
2nd-level necromancy

Casting Time: 1 reaction, when a creature within range climaxes.
Range: 30 ft
Components: V, S
Duration: Instantaneous

You bless a creature in it's moment of release, allowing it's pleasure to continue unabated. The triggering target gains numbing points equal to your spell attack modifier, and instantly recovers from the incapacitated condition caused by climaxing.

Insatiable Erection
6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a single creature in range, Causing them to grow an insatiable erection. For the duration of this spell, the target's cock increases by one size category, or it gains a tiny cock if it does not already have one. For the duration of this spell, the target must succeed on a charisma saving throw at the start of each of it's turns or become nymphomanic until the start of it's next turn. If a creature is affected by this spell for 4 hours or longer, the effects become permanent.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell's duration increases by 1 hour for each slot level above 6th. Casting this spell using a spell slot of 8th level or higher grants a duration that does not require concentration.

Intoxicating Smile
3rd-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (a warped mirror)
Duration: Concentration, up to 1 minute

You smile enticingly, using the force of your presence to impair the judgment of those around you. All creatures who can see your face to make a charisma saving throw. On a failure, a creature becomes intoxicated for the spell's duration.

A creature may repeat this saving throw at the beginning of each of it's turns, ending the spell on a success. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for the next 24 hours

Invasive Thought
enchantment cantrip

Casting Time: 1 Action
Range: 60 ft
Components: S
Duration: 1 round

With a crude gesture and a spark of will, you insinuate lewd thoughts into the mind of one creature you can see within range. The target must make on an Intelligence saving throw. On a failure, the target is inundated with sexual thoughts of your choosing. It takes 1d6 psychic stimulation and becomes hyperaroused until the end of your next turn. The target is aware these thoughts are not their own.

At Higher Levels: This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Janine's Arcane Theatre
5th-level divination (ritual)

Casting Time: 1 minute
Range: self
Components: V, S, M (A Diamond worth at least 500gp)
Duration: concentration, up to 8 hours

You cast your voice and image across the plane, making it visible to hundreds of individuals at once. When you cast this spell, choose a specific passphrase. Creatures who know this passphrase immediately become aware that you are casting this spell, so long as they are on the same plane of existence.

You create up to three Invisible sensors within 10 feet of yourself. Up to 100 creatures who know the passphrase can see and hear through the sensors as if they were there. The sensors move with the with you, remaining within 10 feet of you for the Duration. A creature that can see Invisible Objects sees the sensor as a luminous orb about the size of your fist.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the number of creatures who can see or hear you increases by 100 for each spell slot above 5th.

Laundry Day
illusion cantrip

Casting Time: 1 reaction, when noticed by another creature.
Range: Self (60 ft radius)
Components: V
Duration: 1 hour

You speak a word of power, causing all creatures within range that can hear you to regard your dress or appearance as completely normal for the duration of this spell. This does not disguise your appearance or cause affected creatures to accept or ignore your presence where you are not welcome, but simply causes affected creatures to treat your appearance or dress as normal and acceptable.

For example, you could cause people at a dinner party to ignore the fact that you are naked, but not make them believe you are an invited guest. Similarly, you could cause the local townsfolk to ignore your outlandish or provocative clothing, but not to ignore the fact that you are a teifling.

Lecherous Lactation
6th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bottle of fresh milk)
Duration: Concentration, up to 1 minute

You gesture towards a creature in range, causing their breasts to burst forth with a seemingly endless spring of delicious milk. The target must succeed on a constitution saving throw, or begin violently lactating.

While Lactating, the target cannot wear armor, and any stimulation applied to its breasts is doubled. If the target is wearing armor when this spell takes effect, the armor is removed by the force of violent lactation.

Limbless Prison
4th-level conjuration

Casting Time: 1 action
Range: 60 ft
Components: V, S, M (a small bag of doll limbs)
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must make a Dexterity saving throw. On a failure, the creature's arms and legs become trapped within an array of small portals for the duration of this spell. While trapped in this way, a creature is Suspended, and it's limbs are shunted into a harmless demiplane, similar to that connected to a bag of holding. At the end of each of its turns, the target can make another Dexterity saving throw. On a success, the spell ends on the target.

As an bonus action on your turn, you may move these portals up to 15 feet in any direction, carrying the trapped creature with them. The portals all move together, and must occupy the same 5 ft cube, but may be repositioned as you choose.

When you cast this spell, you may choose to instead shunt the creature's limbs into a demiplane you have previously created through the use of the demiplane spell.

Living Seal

9th-level abjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (Mgical ink and powdered diamond worth at least 1000gp, which the spell consumes)
Duration: Until dispelled

When you cast this spell, you bind powerful magic to the soul of a single creature within range, turning it into the embodiment of your spell or curse. An unwilling creature can make a wisdom saving throw, and if it succeeds, the spell has no effect.

When you cast this spell, choose warding seal of spell seal

- **Warding Seal.** You can bind the seal to a curse or other permanent magical effect, such as that of a *True Polymorph* or *Imprisonment* spell by casting it as part of creating the seal. When the seal is broken, the spell or magical effect it is bound to ends, regardless of any other conditions normally required to end the effect.
- **Spell Seal.** You can Store a prepared spell of 9th level or lower within the seal by casting it as part of creating the seal. The spell being stored has no immediate effect when cast this way. When the seal is broken, the stored spell is cast. If the spell has one or more targets, it targets the creature that broke the seal, as well as any other creatures within the spell's range, beginning with those closest to the triggering target. If the spell has an area, the area is centered on the seal. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close to the seal as possible, and attack the creature who broke the seal. If the spell requires concentration, it instead lasts until the end of it's full duration.

The target of this spell ceases to age and cannot be aged through magical means. It also cannot die through natural means, although it may still be killed. The target is unable to climax except through the efforts of another creature, and cannot become pregnant through any means. These effects last until the seal is broken and the spell ends, at which point the target begins aging at a normal rate.

You choose whihc of the following conditions must be met to break the seal

- The Target of this spell dies or is killed
- The target of this spell climaxes
- The target of this spell receives the kiss of true love
- The target of this spell arrives at a location of your choosing

At the DM's descrecion, you may choose an alternative method of breaking the seal, but it must directly involve the target of this spell. The DM has final say on such methods

Locate Hookup
3rd-level divination

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour.

You sense the direction to the nearest creature who would make a suitable and willing sexual partner for you, as long as that creature is within 1,000 miles of you. If the creature is moving, you know the direction of its movement.

This spell can find a creature who shares a particular kink or fetish or sexual fantasy with you, a creature who matches your general tastes in partners, a creature who is romantically or sexually attracted to you, or any combination the above. This spell only locates a potential partner, and does not ensure they will be willing to have sex with you when you find them. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Lovenest
4th level Enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (The feathers of a Lovebird)
Duration: 8 hours

You lay a subtle enchantment over a place of rest such as a bed, or chaise, or hot-spring, encouraging those who rest there to indulge in unrestrained lovemaking. For the duration of this spell, Creatures who occupy the enchanted resting place must succeed on a wisdom saving throw at the start of their turn, or become hyperaroused and infatuated by all other affected creatures for as long as they occupy the location.

A creature who succeeds on its saving throw against this spell becomes immune to the spell's effects for the next 24 hours

Lubricate
conjuration cantrip

Casting Time: 1 action
Range: Touch
Components: S
Duration: 1 hour

You trace your fingers over yourself or a willing partner, and softly tease their waiting body. For the duration of the spell, A slick oily lubricant coats the target's orifice, allowing the target to safely withstand penetration by sexual implements up to two size categories larger than it's own, or to safely penetrate creatures up to two size categories below it's own without causing harm.

Lustful Delicacy
2nd- level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of bakers sugar)
Duration: concentration, up to 1 hour

With an elegant flourish and a sprinkling of sweetness, you conjure an a magical confection. Any creature who consumes one this confection must succeed on a wisdom saving throw or become infatuated by you for the duration of the spell.

If the creature is harmed, or sees any of it's friends being harmed, by you or your allies, it may repeat this saving throw, ending the effect on a success. The confection loses it's potency if it has not been consumed before the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, the spell creates one additional confection for each slot above 2nd

Lustful Spirits

3rd-level conjuration (ritual)

Casting Time: 1 Action
Range: Self (15 ft Radius)
Components: V, S, M (a lewd symbol or object)
Duration: Concentration, up to 10 minutes

You call forth an array of lustful spirits to accost those around you with their lecherous powers. The spirits flit around you an a radius of 15 ft, their intangible bodies taking beautiful and erotic form.

When you cast this spell, you can designate any number of Creatures you can see to be unaffected by it. An affected creature is hyperaroused while in the area, and when the creature enters or starts its turn within the area, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 necrotic stimulation. On a successful save, the creature takes half as much stimulation.

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, the stimulation increases by 1d8 for each slot level above 3rd.

Maddening Desire

1st-level enchantment

Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become hyperaroused for the duration. While the target is hyperaroused in this way, an ethereal crown of thorny roses appears on its head, and it's pupils dilate into glowing hearts.

The hyperaroued target must use its action on each of its turns to make a sexual advance against a creature that you mentally choose. If you choose no creature, It instead moves towards the nearest creature it finds sexually attractive and makes a sexual advance against that creature. If the hyperaroused creature is not within reach of another creature, it instead makes a sexual advance against itself.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Magecock
2nd-level Conjuration

Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: 1 minute

A spectral, floating cock (or other sexual implement of your choice) appears at a point you choose within range. The implement is of medium size, and lasts for the Duration, or until you cast this spell again.

When you cast the spell, you can make an direct sexual Advance against a creature within 5 feet of the weapon, using your spell attack modifier. On a hit, the target takes force stimulation equal to 1d8 + your Spellcasting ability modifier.

As an bonus action on each of your subsequent turns, you can move the implement up to 20 feet and repeat the Advance against a creature within 5 feet of it.

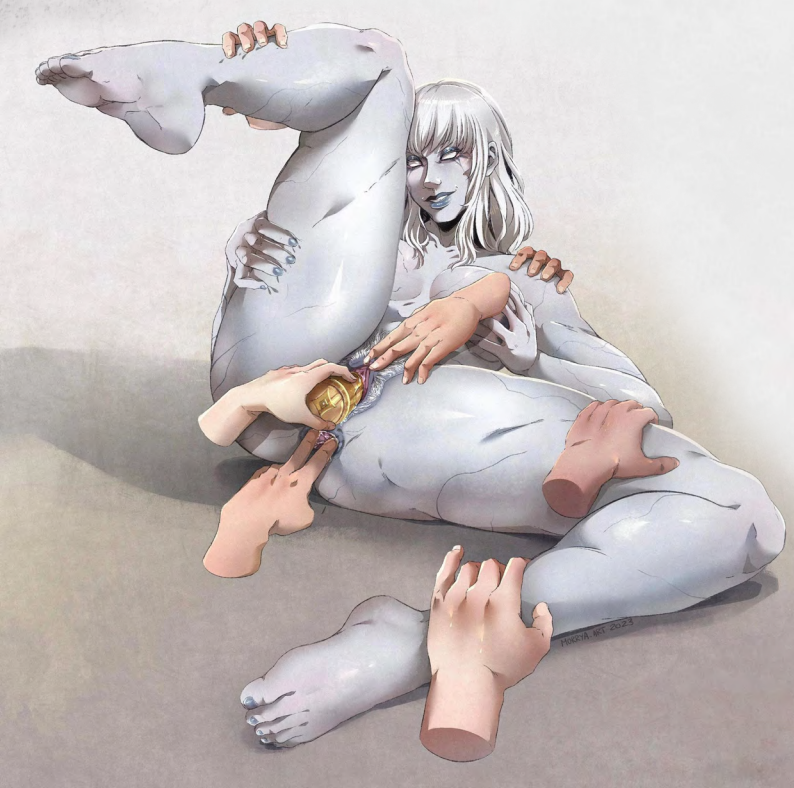
At Higher Levels: When you cast this spell using a spell slot 3rd Level of or higher, the you summon an additional cock for each slot level above 2nd. You may command each of these implements using the same bonus action, making a sexual advance with each of them against the same creature

Mantra
1st-level enchantment

Casting Time: 1 Action
Range: 10 ft
Components: V
Duration: 24 hours

You implant a simple phrase or mantra into to your target, saving it for later. Choose on creature in range who can hear you and understands your language. The target must make on a wisdom saving throw. On a success, this spell has no effect, and the target is aware you attempted to enchant it. On a failure, you store an audible trigger and simple phrase of no more than 25 words in the targets mind, and target is unaware it has been enchanted.

For the duration of this spell, anytime the target hears the trigger, it audibly repeats the stored phrase, without realizing it has done so.



Mass Bestow Curse
8th-level evocation

Casting Time: 1 action
Range: 120 ft
Components: V, S
Duration: 8 hours.

You cast forth your magical power to bestow a debilitating curse on up to 13 creatures within range, each creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a 9th level spell slot, the duration is 24 hours.

Medusa's Grasp
4th-level transmutation

Casting Time: 1 action
Range: touch
Components: V, S, M (a handful of powdered stone from a statue)
Duration: Concentration, up to 1 minute

Coating your hands in stony dust, you make a grapple check against a creature in range, using your spell attack modifier. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, The creature is restrained as it's body begins to turn to stone. This effect lasts for the duration of the spell, and ends immediately if you are no longer grappling the target. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed, or you choose to end it as an action on your turn.

Mindbreak
8th-level enchantment

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a crystal phallus)
Duration: Instantaneous

You enthrall the mind of a creature that you can see within range, attempting to shatter its intellect and common sense. The target takes 6d6 psychic stimulation and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Wisdom scores become 1, and it gains the Nymphomania condition. The creature can still identify allies, and obeys simple commands from them as if infatuated.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by way of a greater *restoration*, *heal*, or *wish* spell.

Minor Gateway
3rd-level conjuration (ritual)

Casting Time: 1 action
Range: 30ft
Components: V, S
Duration: Concentration up to 10 minutes

You open a pair of arcane portals, just large enough to enjoy yourself with. Choose two points you can see within range. A circular portal, no more than 2 feet in diameter, opens at each point. If these portals would open in a space occupied by a creature, that creature may immediately make a dexterity saving throw, moving up to 5 ft out of the way on a success.

The portals are connected, and appear as two-dimensional glowing rings through which you can clearly see. Any object or part of a creature's body which enters one portal appears from the other portal as if the two were adjacent to each other, however any creature attempting to pass more than half it's body through the portal becomes helplessly stuck, and is restrained in that position until the spell ends, at which point the creature's entire body reappears in it's original location.

A creature can make melee attacks and martial sexual advances through the portal as if the spaces they connect were adjacent, but attempting to make a ranged attack or cast spells through the portal causes the portal to falter and the spell to immediately end.

Miraculous Milk
4th- level transmutation (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S.
Duration: Instantaneous

You massage and caress the breasts of a willing creature, encouraging the production of restorative milk.

The target begins lactating, and may expend a number of hit dice equal to it's half its level to produce a quart of milk for each hit dice spent. Each quart of milk is treated as of a *potion of healing*. The milk looses it's potency if it has not been consumed within 24 hours of the casting of this spell.

At Higher Levels: If you cast this spell using a spell slot of 6th Level or higher, the milk is treated as *potion of greater healing*. If you cast this spell using a spell slot of 8th Level or higher, the milk is treated as a *potion of superior healing*.

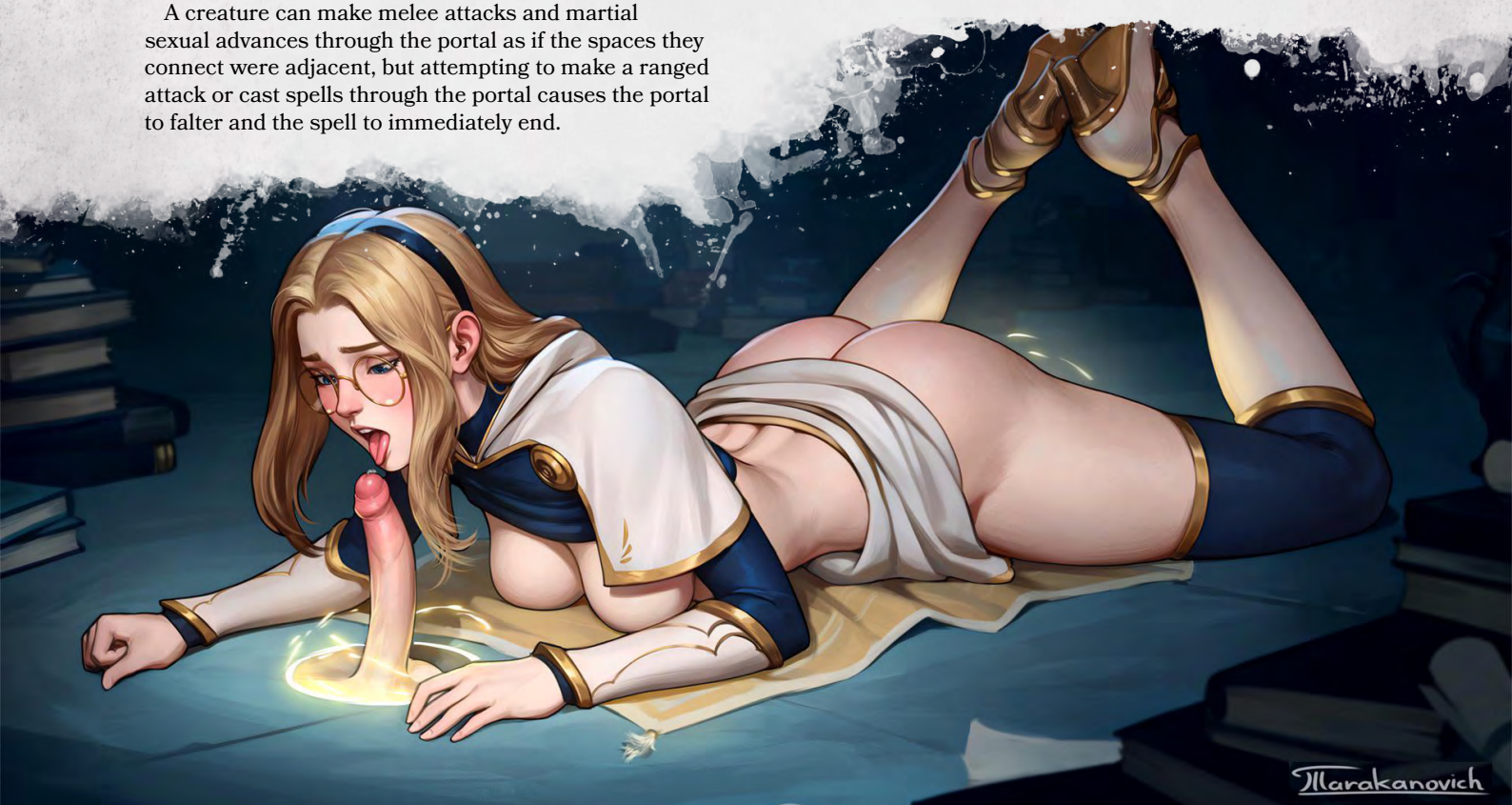
Pheramone Bloom
2nd-level evocation

Casting Time: 1 action
Range: Self (10 ft radius)
Components: V, S, M (A vial of sweat or sexual fluids)
Duration: Concentration, up to 1 minute

You conjure a cloud of thick, aphrodisiac musk in a 10 foot radius around yourself. The cloud moves with you, and spreads around corners. It lasts for the duration or until a strong wind disperses it, ending the spell.

When a creature enters or starts its turn within the area, it must make a Constitution saving throw. On a failed save, the creature takes 2d8 poison stimulation and becomes hyperaroused until the start of it's next turn. A hyperaroused target is intoxicated while within the area. On a successful save, a creature instead takes half as much stimulation and suffers no other effect. Creatures who do not need to breath are immune to the effects of this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the stimulation increases by 1d8 for each slot level above 2nd.



Numbing Sensation
1st-level abjuration

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature in range, numbing their pain, and their pleasure. The target must make a constitution saving throw, which it may choose fail. On a failure, the target gains temporary hit points equal to 1d8 + your spellcasting ability modifier, and numbing points equal to the same amount.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and numbing points increase by 1d8 for each slot level above 1st.

Painless Birth
3rd-level enchantment (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pink orchid)
Duration: Concentration, up to 8 hours

You tend to a creature in the throws of labor, transforming their pain into pleasure. For the duration of this spell, any damage a creature suffers as part of giving birth is instead applied as stimulation, and any levels of exhaustion suffered as a result of giving birth are instead treated as levels of overstimulation.

Plague of Perversion
9th-level enchantment

Casting Time: 1 action
Range: touch
Components: V, S, M (a tube of bright pink lipstick)
Duration: Concentration, up to 1 hour

You place a corruptive kiss on your target, releasing their inhibitions, and encouraging them to do the same to others. The target must succeed on a wisdom saving throw, or gain the nymphomanic condition for the duration of the spell.

When a creature affected by this spell succeeds on a direct sexual advance against another target, the target of their advance must make a wisdom saving throw against your spell save DC. On a failure, the effects of this spell extend to the new target

Power Word Cum
9th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that overwhelms one creature you can see with world shaking pleasure. If the difference between the target's current arousal and maximum arousal is less than 150 points, it immediately Climaxes, otherwise this spell has no effect.

While the target of this spell is incapacitated due to climax, it gains vulnerability, instead of resistance, to all stimulation.

Power Word Masturbate
7th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that causes your target's body to begin moving on it's own, pleasuring itself in desperation. If the target's inhibition bonus is less than your spell attack modifier, it immediately begins pleasuring itself, and must spend each of it's turns to making a sexual advances against itself. Otherwise, this spell has no effect.

At the start of each of it's turns, the target may attempt a strength saving throw, ending the spell's effect on a success

Power Word Pregeganant*
8th-level transmutation

Casting Time: 1 action
Range: 60 ft
Components: V, S, M (a jade fertility idol)
Duration: Instantaneous.

You speak a word of power that echoes across reality to warp the body of one creature you can see within range, leaving it dumbfounded. If the target's current arousal is greater than half it's arousal maximum, it becomes pregnant, regardless of physical limitations such as race or sex. Otherwise, the spell has no effect.

A creature who becomes pregnant in this way immediately progresses halfway through the normal term of it's pregnancy, as its body swells to contain the offspring. If the target is already pregnant when this spells is cast, the number of offspring it is bearing instead doubles.

The offspring produced by this pregnancy is that of the target and itself.

At Higher Levels: If you cast this spell using a spell slot of 9th level, you may instead choose the race and sex of the offspring.

*Yes, it's spelled wrong, that's why it's funny.

Predator's Punishment
3rd-level abjuration (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a thorny rose)
Duration: 8 hours

Tracing fingers along the skin of a willing creature, you enchant its body to violently reject outside intrusion. For the duration of this spell, each time a creature attempts to sexually penetrate the target, it must make a constitution saving throw. On a failure, the creature takes 1d8 piercing damage, and the creature affected by this spell may use a reaction to painfully grapple the creature. On a success, the creature takes half as much damage, and cannot be grappled in this way.

A creature grappled by this spell takes an additional 1d8 piercing damage at the start of each of it's turns, and may use it's turn to make a strength or dexterity check against your spell save DC, escaping the grapple on a success, but dealing an additional 2d8 piercing damage to itself.

The target of this spell may choose to dispel it as a free action.

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, the duration of the spell increases by 2 hours for each level above 3rd.

Pregnancy Ward
1st- level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a knotted piece of twine)
Duration: 1 hour

You touch a willing creature and speak a few words of subtle magic, tying the knotted twine around their wrist. For the next hour the target gains the infertile condition, and automatically succeeds on saving throws against becoming pregnant.

At Higher Levels: If you cast this spell using a spell slot of 2nd Level or higher, the Duration is 2 hours. If you use a spell slot of 3rd Level or higher, the Duration is 8 hours. If you use a spell slot of 4th level or higher, the Duration is 24 hours.

Primal Musk
1st-level evocation

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You channel natural magics to infuse your body with the primal scent of arousal. For the duration, sexual advances you make using your natural implements deal an additional 1d8 poison stimulation, and creatures other than you who enter or start their turn within 5 ft of you must succeed on a constitution saving throw or become hyperaroused until the end of their next turn.

Prison of Perversion
8th-level transmutation

Casting Time: 1 minute
Range: touch
Components: V, S, M (a vial of enchanted ink worth at least 500gp)
Duration: Concentration, up to 1 hour.

You emblazon a necromantic crest onto the bare flesh of a willing or unconscious creature. For the duration of this spell, if the target climaxes by any means, it's soul leaves it's body, taking the form of a sexual implement of the DMs choice, which appears in an unoccupied space within 5 ft of the target. This implement is considered a magical implement, and grants a bonus to advance and stimulation rolls equal to half the creature's proficiency bonus. While its soul inhabits the implement, the target is aware of its surroundings as if it were in the implement's space, and experiences any stimulation applied to the implement, including reciprocal stimulation from the implement itself. The target can take no actions, reactions or bonus actions.

While the target's soul inhabits the sexual implement, it's body acts as a puppet under your control. It retains all of the target's in-game statistics, and follows your commands to the best of its ability while preserving itself. Commands to immolate itself, throw itself off a cliff, or otherwise directly harm itself may be ignored. A creature who knows the target may attempt a insight check against your spell-save DC to identify that the puppet is not truly the target, and spells such as *Detect Magic* or *Detect Good and Evil*, which can be used to detect or identity magical creatures, instantly reveal the truth.

The target's soul remains trapped within the magic implement until the implement is destroyed or subjected to a remove curse spell. Casting the remove curse spell on the target's body frees it from your control, but does not return the target's soul to its body.

Rapid Pregnancy
5th-level transmutation (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a vial of menstrual blood)
Duration: Instantaneous

You tend to a pregnant creature, stimulating the reproductive cycle to shorten the term of it's pregnancy. The the remaining term of the target's pregnancy passes at a rate of 1 hour for each month it would normally require. When the pregnancy is over, the target gains 1 level of exhaustion for each hour the pregnancy lasted, up to a maximum of 5

A pregnancy shortened in this way is considered a nontraditional pregnancy.

Reign of Cum
9th-level transmutation

Casting Time: 1 action
Range: self
Components: V, S, M (the signet ring of a powerful ruler)
Duration: Concentration, up to 8 hours.

You instil your very essence with a mantle of absolute control. For the duration of this spell, any humanoid who ingests your cum or other sexual fluids must succeed on a wisdom saving throw or become infatuated by you for the spell's duration. If you climax directly inside or on the creature, it is instead affected as if by the *dominate person* spell for the full duration of this spell.

Ruby's Mindfuck
3rd-level conjuration

Casting Time: 1 action
Range: 60 ft
Components: V, S
Duration: Concentration up to 10 minutes

You force a cock of pure psionic energy into the mind of a creature within range. The target must make a Wisdom saving throw, gaining 3d8 psychic stimulation on a failed save, or half as much stimulation on a successful one. On a failed save, the target becomes intoxicated and hyperaroused for the duration of the spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the stimulation increases by 1d8 for each slot level above 3rd.

Runar's Instant Disrobing
conjuration cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch yourself or a willing partner, and utter a seductive phrase. With a wave of your hand and a gentle touch, the target's clothes and equipment vanish from their body, and reappear in a neatly sorted pile at an unoccupied point within 10ft.

Ruin Orgasm
abjuration cantrip

Casting Time: 1 reaction, when a creature within range would make a climax saving throw.
Range: 30 ft
Components: V
Duration: Instantaneous

As a reaction in the moment of a creature's greatest pleasure, you speak a word of twisted power, ruining the target's release. In place of it's climax saving throw, the target takes psychic damage equal to 1d8 + your spellcasting modifier and it's arousal is reduced by the same amount.

Salivate
1st level enchantment

Casting Time: 1 action
Range: 30 ft
Components: S, M (A drop of bullywug spit)
Duration: Concentration up to 10 minutes

Licking your Finger and tracing it along your lips, you cause your target to drool with need. Choose one target you can see within range. The target must succeed on a constitution saving throw or begin salivating uncontrollably. While affected in this way, a creature can produce only wet muffled sounds with it's mouth, and is incapable of casting spells which require verbal components.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of creatures you may target at one time increases by 1, for each spell slot above 1st.

Salty Surprise
1st level evocation

Casting Time: 1 action
Range: Self (10 ft)
Components: V, S
Duration: Instantaneous

You spray fresh load of magically enchanted cum across the creatures in front of you. Each creature in a 10-foot cone must succeed on a Dexterity saving throw or take 1d6 acid stimulation, and is blinded until the end of it's next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the acid stimulation increases by 1d6 for each slot level above 1st.

Saint's Resolve
1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a holy symbol or miniature shield)
Duration: 8 hours

You touch a willing creature, and a protective magical force surrounds it until the spell ends. For the duration of the spell, the target gains immunity to the hyperaroused condition, and it's Inhibition Bonus increases by 2. The spell ends it if the target makes a sexual advance, or if you dismiss the spell as a free action.

Scarlet Letter
1st-level illusion

Casting Time: 1 bonus action
Range: 30 ft
Components: V, S, M (a needle and length of scarlet thread)
Duration: 1 week

You subtly sew a not-so-subtle spell onto one creature within range. The target must make a wisdom saving throw. On a failed save, You choose a single creature other than the target. For the duration of this spell, each time the target engages in sexual activity with a creature other than the one you have chosen, a mark appears on it's body. The mark appears as a glowing scarlet sigil or letter, and is visible through armor or clothing. You decide the exact appearance of the mark, but it can be no more complex than a single symbol or letter.

At Higher Levels: If you cast this spell using spell slot of 2nd Level or higher, it's duration increases by 1 week for each slot level above 1st. If you cast this spell using a spell slot of 5th Level or higher, the duration instead becomes 1 year. If you cast this spell using a spell slot of 6th Level or higher, the effect lasts until removed by way of a *remove curse* spell or similar magic.

Selina's Gloryhole
3rd-level conjuration

Casting Time: 1 action
Range: 15ft
Components: V, S
Duration: Up to 1 hour

You call forth your own magic, transforming an arcane sensor to give potential peeping toms more than just a show. Choose one arcane sensor you are aware of, such as those created by the *Arcane Eye* or *Scrying* spells. For the duration of this spell, the sensor transforms into a small portal, just large enough to fit a single sexual implement through. This portal connects to the creature using the sensor, allowing the creature to make direct sexual advances against you, or other creatures within 5 ft of the sensor as if they were in the same location. You may make sexual advances against any creature who's implement is currently on your side of the portal, and have advantage on sexual advances made in this way.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of sensors you can affect in this way increases by 1 for each level above 3rd.

Sensual Tone
illusion cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute

You strike a magical chord along the body of a willing creature, causing it to echo with enchanted music. For the next minute, the target's voice take on a musical quality, and it's body can be played as a musical instrument, producing harmonic moans melodious cries of pleasure.

You are considered proficient with this instrument, and may play it as a free action whenever you make a sexual advance against the creature and hit.

Semen Storm
7th-level transmutation

Casting Time: 1 action
Range: 160 ft
Components: V, S
Duration: Concentration, up to 10 minutes.

A storm of lecherous energy and tumultuous wind appears in the sky at a point you choose within range, spreading out to a radius of 120 feet, and raining down inconceivable amounts of sticky white cum.

The area of the storm is considered difficult terrain, and any creature who moves more than 10 ft within the area must succeed on a dexterity saving throw or fall prone. A creature who enters or starts it's turn within the storm must make a dexterity saving throw. On a failure, It takes 3d6 acid stimulation and is blinded until it uses an action to wipe the cum from its eyes. On a success, the target takes half as much stimulation and is not blinded.

At Higher Levels: When you cast this spell using spell slot of 8th Level or higher, the stimulation increases by 1d6 for each level above 7th.

Serpent's Shaft
4nd- level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (the scales of a snake)
Duration: Concentration, up to 1 minute

For the duration of this spell, you gain a pair of serpentine cocks, with which you are considered proficient. The size category of these cocks matches your own. You use your spell attack modifier when making sexual advances with these cocks, and may make a sexual advance with both cocks as part of the same action.

Sexual Dysfunction
4th- level transmutation

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a wet noodle or piece of string)
Duration: concentration, up to 1 hour

With a mocking gesture and a dismissive wave of the hand you curse one creature within range to have the verility of a limp noodle. Chose one creature within range that you can see. This creature must make a constitution saving throw. On a failure the target becomes infertile for the duration of this spell. While affected in this way, a creature cannot become visibly aroused, and it's natural sexual implements cannot be used to apply stimulation A creature may repeat this saving throw at the end of each of it's turns, ending the effect on a success.

At Higher Levels: When you cast this spell using spell slot of 5th Level or higher, the spell no longer requires concentration, and it's duration increases by 1 hour for each slot level above 4th.

Sexual Dissonance
5th-level enchantment

Casting Time: 1 action
Range: 20 ft feet
Components: V, S, M (a shiny gem or piece of jewellery)
Duration: Concentration, Up to 1 hour

Using a glittering gemstone, you draw in and capture a mote of your target's awareness, causing them to ignore sensations that would normally cause quite the reaction. Choose one creature within range that can see and hear you. The target must make on a wisdom saving throw. On a failure, the target becomes unaware of all sexual advances made within 30 ft of it for the duration of the spell, including advances that include it as a target, or that it is forced to make by spells or other magical effects and conditions. Creatures that can't be charmed are immune to this effect.

Each time a sexual advance against the affected creature fails, the target may repeat this saving throw, ending the effect on a success. This spell ends early if the target fails a climax saving throw. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for 24 hours

Sexual Thievery
4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes

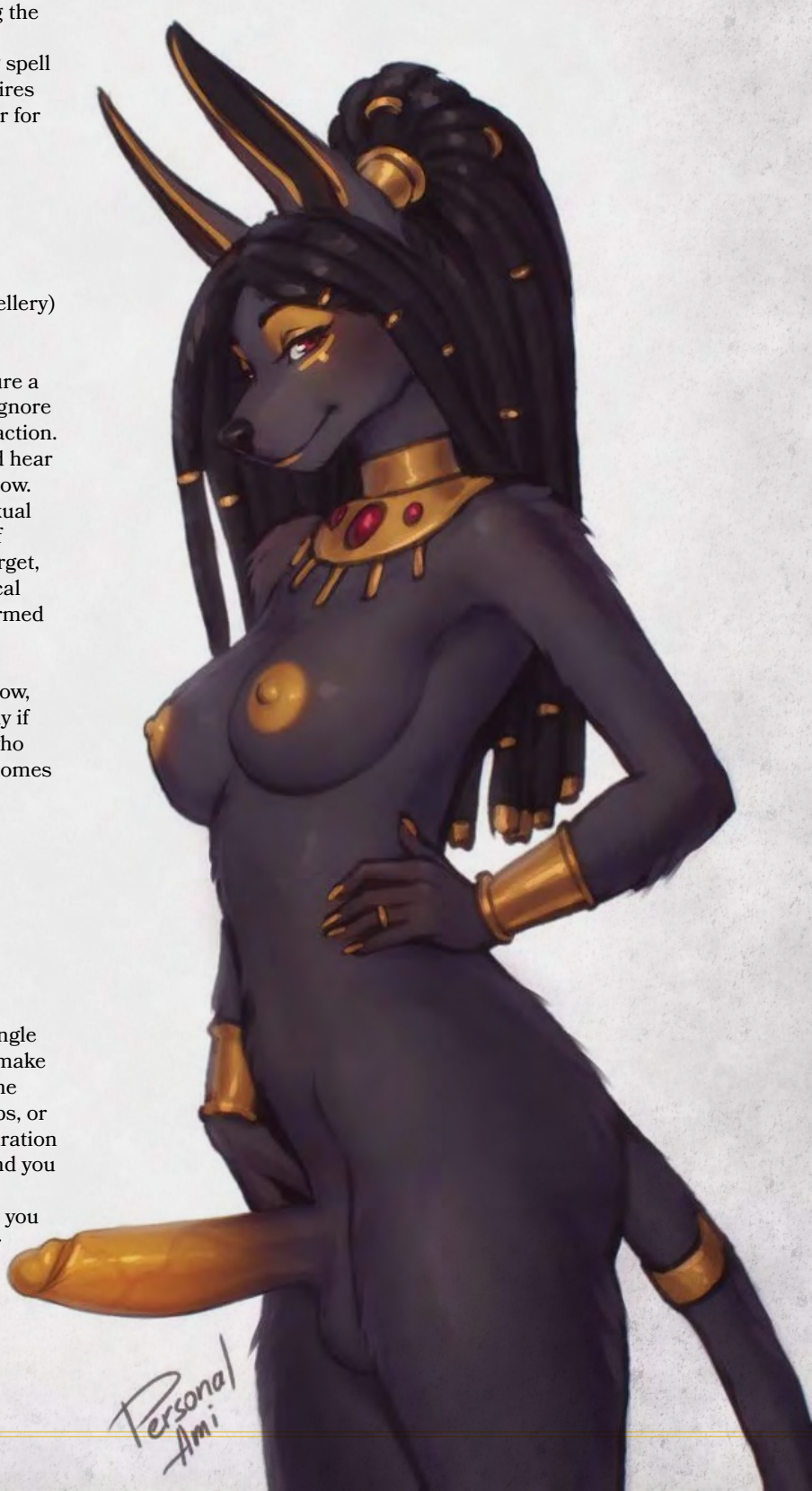
You trace your hands along the target, stealing a single feature of their body for yourself. The target must make a constitution saving throw. On a failure, choose one racial trait or anatomical feature (such as claws, lips, or genitals) the target currently possesses. For the duration of this spell, the target loses this trait or feature, and you gain the same trait or feature.

When you steal a trait or feature using this spell, you may choose to replace it with an equivalent trait or feature that you possess.

Sinful Caress
Enchantment cantrip

Casting Time: 1 action
Range: touch
Components: V, S
Duration: instantaneous

You reach seductively over another creature's body, attempting to enslave it to your will. The target must make a Wisdom saving throw or become infatuated by you until the end of it's next turn.



Siren's Song
4th-level enchantment

Casting Time: 1 action
Range: 300 ft
Components: V
Duration: Concentration, up to 1 minute

You intone a seductive arcane melody, attracting creatures to you through lustful song. Each humanoid within the spell's range that can hear you must succeed on a Wisdom saving throw or become infatuated by you for the duration of this spell. Creatures that can't be charmed are immune to this effect. While infatuated in this way, a target is also hyperaroused. While it is more than 5 feet away from you, it must move on its turn toward you by the most direct route. It does not avoid opportunity attacks, but avoids moving into damaging terrain, such as lava or a pit. On your subsequent turns, you must use a bonus action to continue singing, otherwise the spell ends. Creatures who are immune to the charmed condition are immune to this effect

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw, ending the effect against itself on a success. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for 24 hours

Slutshame
4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You hurl words of horrendous shame towards your foes, wracking them with guilt and embarrassment. Choose one creature in range who can hear you. The target must succeed on a charisma saving throw, or take 3d6 psychic damage, plus an additional 1d6 psychic damage for each sexual partner it has had within the past 7 days. If the total damage is greater than the target's charisma score, it is flustered for a number of rounds equal to the damage dealt, divided by 10.

A flustered creature can make a Charisma saving throw at the end of each of its turns. On a successful save, it is no longer flustered.

At Higher Levels: When you cast this spell using a spell slot of 5th level, the spell's base damage increases by 1d6.

Song of Soothing
4th-level enchantment

Casting Time: 1 action
Range: 60 ft
Components: V
Duration: Concentration, up to 1 minute

The gentle harmonies of your voice combine with subtle magic to sooth the minds and bodies of those around you. Each creature within the spell's range that can hear you immediately gains soothing equal to 1d8 + your spellcasting modifier, and continues to gain additional soothing equal to your spellcasting modifier at the start of each of it's turns while it remains in the spell's area of effect. If a creature within the spell's area of effect is currently, charmed, frightened, infatuated, or hyperaroused, these effects are suppressed while within the spell's area of effect. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

On your subsequent turns, you must use a bonus action to continue singing, otherwise the spell ends. Creatures who are immune to the charmed condition are immune to this effect.

Soothing Embrace
1st level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to a minute

You embrace a single creature with gentle affection, immediately reducing their arousal by an amount equal to 1d6 + your spellcasting ability modifier. For the duration of the spell, the target gains an additional soothing at the start of each of each of it's turns equal to your spellcasting ability modifier. You must remain in physical contact with the target for the duration of this spell. If at any point you lose physical contact with the target, this spell immediately ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial soothing increases by 1d6 for each slot level above 1st.

Sophie's Technicolor Tentacles
6th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an eye from a tentacled creature)
Duration: Concentration, up to 1 minute

Squirming, multicolor tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first Time on a turn or starts its turn there, the creature must succeed on a wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and restrained. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning stimulation.

A charmed creature may repeat this saving throw at the beginning of each of it's turns. On a success, the creature is no longer charmed, but remains restrained. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Succubus' Kiss
2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

You draw on the life-force of a creature through a soul-draining kiss, Consuming their essence in exchange for the thrill of erotic pleasure. Make a melee spell attack against a creature within range. On a hit, the target takes 2d6 necrotic stimulation, and must expend a single Hit Dice. For each Hit Die spent in this way, the creature rolls the die and adds it's Constitution modifier to it, taking necrotic damage equal to the result. You regain hit points equal to the same amount.
At Higher Levels: When you cast this spell using spell slot of 3rd Level of higher, the number of hit dice expended increases by 1 for each slot level above 2nd.

Sudden Sodomy
2nd-level evocation

Casting Time: 1 action.
Range: 30 ft
Components: V, S
Duration: Instantaneous

You reach out with arcane force to surprise your target where it is least expected. Make a ranged spell attack. On a hit, the target takes 3d6 force stimulation, and must succeed on a constitution saving throw or be incapacitated until the end of it's next turn. If the creature has not been the target of a sexual advance within the last minute, it has disadvantage on this saving throw.

Spectral Stockade
2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of wood from a stocks or pillory)
Duration: Concentration, up to 1 hour

Choose a Humanoid that you can see within range. The target must succeed on a Strength saving throw or be restrained and limb-bound for the duration, as an unseen force clamps shut around their wrists, ankles and neck. At the end of each of its turns, the target can make another strength saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, the duration increases by 1 hour for each slot level above 2nd.

Spike Food and Drink
transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (a fine vintage of wine)
Duration: 1 hour

You magically lace up to 10 lbs of food and 5 gallons of drink with the essence of alcohol, causing those who consume it to become inebriated. For the duration of this spell, any creature that consumes the spiked food or drink must succeed on a constitution saving throw or become intoxicated for the remainder of the spell's duration.

Stunning Orgasm
4th-level enchantment

Casting Time: 1 reaction, when a creature within range climaxes.
Range: 30 ft
Components: V, S
Duration: Instantaneous

You reach out with arcane energy to intensify the orgasm of a creature in range. The triggering target takes 4d6 psychic stimulation, and is stunned for 1d4 rounds. A creature stunned in this way gains vulnerability to all stimulation after climaxing.

Supersize
2nd-level transmutation

Casting Time: 1 action
Range: 5 ft
Components: V, S, M (a small container of lard or animal fat)
Duration: Concentration, up to 10 minutes

With an Oily touch, you run your hands along the body of one creature within 5ft, causing specific parts of its anatomy to expand to ridiculous size. An unwilling creature must make a constitution saving throw. On a failure, or if the creature is willing, choose one body part or sexual implement the creature already has. This body part or implement increases in size to gargantuan, immobilizing the target

While Immobilized in this way, a creature has disadvantage on attack rolls and dexterity saving throws, and attacks or sexual advances against the creature have advantage. Additionally, the creature's speed becomes 5ft, and if it attempts to move further than 5ft by any means, it immediately falls prone, and must succeed on a dexterity saving throw to stand up.

This spell has no effect on creatures of a size category gargantuan or larger.

Suppress Inhibition
4th-level enchantment

Casting Time: 1 action
Range: 10 ft
Components: V, S
Duration: Concentration, up to 10 minutes

Choose a creature you can see within range. The target must make an Intelligence saving throw. On a failed save, it takes 2d10 psychic stimulation, and it's Inhibition Bonus is reduced by 1d4 for the duration of the spell, to a minimum of -6. Once per minute, at the start of its turn, the target must make another Charisma saving throw. On a failure this penalty increases by 1.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the stimulation increases by 1d10 for each spell slot level above 4th. If you cast this spell using a spell slot of 7th level or higher, the duration of this spell becomes 1 hour. 8th level or higher, the duration of this spell instead becomes 8 hours. 9th level or higher, the duration of this spell becomes 24 hours. Casting this spell using a spell slot of 7th level or higher grants a duration that does not require concentration

Swallow
3rd-level transmutation

Casting Time: 1 action
Range: touch
Components: S, M (a vial of giant toad saliva)
Duration: Concentration, up to 1 minute

You swallow a willing or unconscious creature, engulfing them for the duration of this spell. Each round that a creature remains engulfed, it must succeed on a constitution saving throw or take 1d6 acid stimulation. A creature remains engulfed until you use a bonus action to eject it, at which point it appears in an unoccupied space within 5 ft of you. An engulfed creature may use it's action to make a strength check against your spell save DC. On a success, the target escapes your body, ending the spell's effect. A creature who is engulfed when this spell ends appears in an unoccupied space within 5 ft of you. You may have only a single creature engulfed at one time.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the stimulation dealt increases by 1d6 for each spell slot level above 3rd.

Swap Sensation
5th-level enchantment

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a refractive prism)
Duration: Concentration, up to 1 minute

You intrinsically link the sensations of two creatures, causing them to experience each other's pleasure. Choose two creatures within range that you can see. An unwilling creature my attempt a wisdom saving throw, causing the spell to fail on a success. The two creatures become magically linked for the duration of this spell, and any stimulation applied to either target to instead be dealt to the other. If either target climaxes while under the effects of this spell, the other gains 5d6 psychic stimulation.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each spell slot level above 5th.

Taliah's Tricky Teleportation
conjuration cantrip

Casting Time: 1 reaction, when you would take damage from any source
Range: Self
Components: V, S
Duration: Instantaneous

As a reaction to incoming danger, you carelessly teleport out of the way, with no destination in mind. You instantly disappear from your current location and reappear in a random unoccupied space within 30 ft. Roll 1d20. On a result of 10 or lower, all worn or carried equipment (including your clothes) is left behind in your previous space. If you roll a 1, you must immediately roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be directed by you, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tentacle
conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a squid or octopus tentacle)
Duration: 1 minute

You open a small rift at an unoccupied point you choose within range, calling forth an eldritch tentacle under your control. A creature who enters or starts it's turn within 5 ft of this tentacle, must succeed on a Strength saving throw or be grappled until the start of it's next turn. A tentacle can grapple only a single creature at a time. While grappled by this tentacle, a creature takes 1d8 cold stimulation at the start of each of it's turns as the tentacle attempts to molest and invade it's body. A tentacle has 10 hit points and an AC of 15. It remains in place until it is destroyed, or until you cast this cantrip again.

At Higher Levels: The the number of tentacles you may summon when casting this spell increases by one when you reach 5th level, and again at 11th level and 17th level. When summoning multiple tentacle in this way, you may choose a different point within range for each tentacle, or choose for multiple tentacles to occupy the same space.

Transfer Pregnancy
7th-level necromancy (ritual)

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a ripe fruit cut from the branches of a grafted fruit tree)
Duration: instantaneous

You lay your hands gently on the womb of a willing pregnant creature, gesturing phalically towards a target in range. The target must make a constitution saving throw. On a failure, the pregnancy of the first creature is transferred to the target, regardless of limitations such as race or sex. On a success, nothing happens.

The offspring produced by this pregnancy will be the that of the original parents, regardless of the creature it is transferred to.

Total Rewrite
9th-level enchantment

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a blank slate)
Duration: Until Dispelled

Weaving forbidden words of arcane power through the mind of an unconscious creature, you slowly rewrite it's entire mind. This spell must be cast on an unconscious creature, and has no effect if the target wakes at any point before the spell is complete. The target must make a wisdom saving throw. On a failure you alter or remake the creature's mind as you see fit. On a failure, this spell has no effect. The creature has disadvantage on this saving throw if it is suffering form one or more levels of overstimulation, and automatically fails the saving throw if it is suffering from 6 or more levels of overstimulation.

When you cast this spell, you may choose what aspect's of the creature's mind to alter or change. You may alter its memories, its morals, its sexuality, its personality, or even its entire identity, replacing them as you see fit. Any details you do not define when altering the creature's mind are automatically filled in by the creature's subconscious, as determined by the DM. You may choose for the creature to remember it's former self, or to be completely unaware of the changes you have made.

This spell lasts until dispelled by way of a *wish* spell or similar magic, or until you choose to end it as an action on your turn, at which point the target returns to it's original state, with no memory of anything it has done since this spell was cast.

While a creature is affected by this spell, you may use a free action to temporarily suppress the changes you have made to it, returning the creature's mind to it's normal state, and restoring your changes as a bonus action on any of your subsequent turns. If you do so, the target may attempt a wisdom saving throw at disadvantage, ending the spell on a success. The spell also ends early if the target dies, allowing the creature to be returned to life with it's original mind intact.

Vibe Check
enchantment cantrip

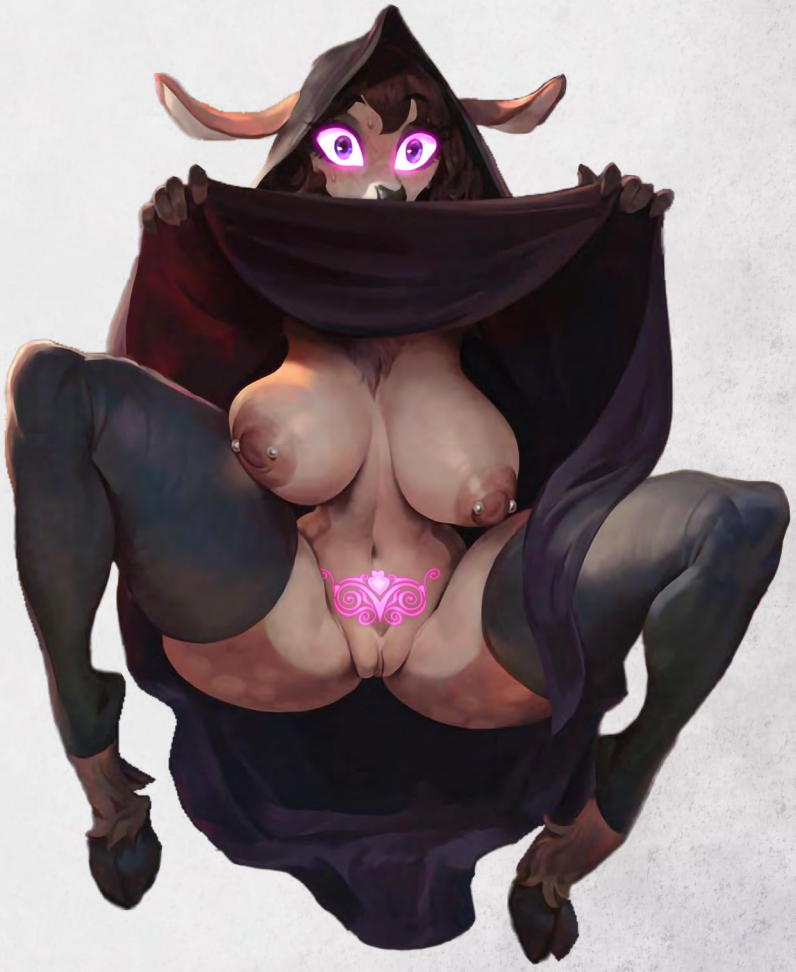
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You instil the force of your magic into a flat-handed strike, attempting to return your target to their normal state of mind. Make a spell attack against a target you can see within range. On a hit, the target takes 1d4 force damage, and makes a saving throw against one condition currently affecting it, adding the damage dealt to the result.

Vibration
evocation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S M (a buzzing insect)
Duration: 1 minute

You add a thrumming vibration to your touch, enhancing the pleasure of your partner. For the duration, one of your natural implements becomes magical, if it isn't already, and you can use your spellcasting ability instead of Strength or Dexterity for the advance and stimulation rolls of martial advances with this implements. While affected in this way, this natural implement deals an additional 1d4 thunder stimulation. The spell ends if you cast it again.



Victoria's Secret Pocket
5th-level conjuration (ritual)

Casting Time: 1 hour
Range: Touch
Components: S, M (a silver needle, and a bag of holding which the spell consumes)
Duration: Until dispelled

Using a silver needle, you carefully sew the dimensional pocket of your bag of holding into a discrete and private space. Choose an object or surface (including your own body) at least 2 inches in diameter.

For the duration of the spell, this surface functions as the opening to an extradimensional pocket with the same properties as a bag of holding. Only you can access this pocket, and any creature attempting to discover or recognize the existence of the pocket must succeed on an intelligence saving throw.

If the spell is dispelled at any point, the contents of this extradimensional pocket are ejected harmlessly into a space within 5ft. Dispelling this spell does not return the bag of holding.

You may only have one instance of this spell active at any time. If you attempt to cast the spell again, the original pocket is dispelled.

Vilga's Phallic Enhancement
1st- level transmutation

Casting Time: 1 action
Range: touch
Components: V, S
Duration: 2 hours

With a sensual touch, you draw out the latent virility of a creature, granting it a powerful cock. This spell causes the creature to grow a cock of an appropriate size category for it's race or species, or causes the size category of the creature's cock to increase by one.

At Higher Levels: When you cast this spell using spell slot of 2nd Level of higher, the size category of the target's cock increases by 1 for each slot level above 1st, up to a maximum of gargantuan.

Vixen's Heat
6th-level enchantment

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a pinch of fur from a female fox)
Duration: Concentration, up to 1 hour

You channel the desperation of an animal in heat to overwhelm your target with violent sexual need. Choose a single creature within range. The target must succeed on a wisdom saving throw,or become nymphomanic and hyperfertile for the spell's duration. This spell has no effect on infertile creatures, or creatures who cannot produce offspring.

Each time the target climaxes or is the target of a failed sexual advance, It may repeat it's wisdom saving throw, ending the spell on a success. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for 24 hours.

Vore
6th-level transmutation

Casting Time: 1 action
Range: touch
Components: S, M (a vial of behemoth saliva)
Duration: Concentration, up to 1 minute

Momentarily transmuting both your body and that of a grappled creature, you consume your target, holding them in your stomach for the duration of this spell. Choose one creature within 5ft who is currently grappled by you. The target must make a strength saving throw. On a failure, the creature is engulfed into your body, and takes 6d6 acid stimulation.

Each round that a creature spends engulfed, it must succeed on a constitution saving throw or take 3d6 acid stimulation. A creature remains engulfed until you use a bonus action to eject it, at which point it appears in an unoccupied space within 5 ft of you. An engulfed creature may use it's action to make a strength check against your spell save DC. On a success, the target escapes your body, ending the spell's effect on itself. A creature who is engulfed when this spell ends appears in an unoccupied space within 5 ft of you. You may have only a single creature engulfed at one time, and This spell ends early if there are no longer any creatures engulfed within your body.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the number of creature you may have engulfed at one time in creases by 1 for each spell slot level above 6th.

Voyeur's Vision
2nd-level illusion

Casting Time: 1 action
Range: Self
Components: V, M (A few drops of purified spingwater)
Duration: 1 minute

Speaking a few subtle words and sprinkling clear water over your eyes, you are able to see much that would be hidden. For the next minute you can see through non-magical clothing. To you, clothing appears transparent, and does not prevent light from passing through. Additionally, you can see the current arousal of those around you represent as a faint aura around the creature, which grows brighter the higher the creature's current arousal. This aura also reveals any sexual conditions currently affecting the creature.

Wendy's Wanton Dismissal
1st level abjuration

Casting Time: 1 action

Range: 20 ft
Components: V
Duration: concentration, up to 1 minutes

You mutter words of arcane dismissal, causing a creature's presence to become even more irrelevant than it already is. Choose one creature within range that you can see or hear. The target must make a charisma saving throw. On a failure, that target has disadvantage on a performance, persuasion, and intimidation checks to for the duration, and other creatures have disadvantage on Wisdom (Perception) checks made to perceive the creature.

Word of Safety
2nd-level abjuration

Casting Time: 10 minutes
Range: touch
Components: V, S
Duration: 8 hours

You touch a willing creature and prepare a magical safeword against unwilling bondage. Choose a word, phrase, or gesture known to both you and the target. For the next 8 hours, you or the target may repeat this phrase or gesture as a free action, automatically freeing the target from any non-magical bindings, and ending the restrained and grappled condition if present. Once this phrase has been triggered, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, you may choose to store a *dispel magic* or *remove curse* spell in the magical phrase by casting it as part of preparing the safeword. When the phrase is triggered, the stored spell is cast, targeting the same creature as this spell, or a single enchanted or magical object to which they are attuned.

Wall of Tentacles
7th-level conjuration

Casting Time: 1 action
Range: 120 ft
Components: V, S, M (a squirming tentacle from a monstrosity or abberation)
Duration: Concentration, up to 10 minutes.

You open a dark chasm from which a wall of squelching squirming tentacles rises forth. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

A creature can move through the wall, albeit slowly and not without being molested. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing stimulation and is retrained. On a successful save, the creature takes half as much stimulation, and is not restrained. Any creature within the area of the wall when it appears makes this save at disadvantage

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration instead becomes 1 hour. If you cast this spell using a spell slot of 9th level, the spell gains a duration that does not require concentration

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Eden is the official home of the Lewd Handbook, and where I share early updates and discuss projects I'm working on. We are even working on a community monster manual for the Lewd Handbook!

A Special thanks

To the Amazing community that has inspired me to keep working on this project, and who have quite literally kept a roof over my head for the past 2 years. You guys are incredible, and I cannot express how much your love and support means to me. It's absolutely crazy just how far this project has come because of you guys.

To My Wonderful Wife, who has put up with me and my bullshit for 14 years now. I don't know how you do it, but I can honestly say I wouldn't be here without you.

To My Dearest Friend Jade, who has seen me through the worst of it, and never lapsed in her support of me, even after the hard times between us.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

Stay Up to Date!

The lewd handbook is an ongoing work in progress, and I'm tweaking adding content all the time. If you want to stay up to date with the latest releases, check out my **discord server** at: https://discord.gg/KYNtd9aNdA

Support the Project

Nothing in life has ever made me happier than being able to create something that others enjoy, and I am thrilled to make my content available for free. That said, free doesn't exactly pay the bills.

I am an independent creator, and I rely entirely on commissions and contributions from fans to keep a roof over my head, and food on the table for myself and my amazing wife. So if you like what you see, and want to support what I do, you can do so at any of the following links:

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Hardcover Publication

While the Digital version of this Handbook will always be free, I'm currently working on taking this book to print, and that has a lot of costs associated with it. Not the least of which is properly Licensing or Commissioning new Artwork.

I want to replace all of the AI garbage I have been forced to use in some sections with commissioned work from real artists, and overall just give back to the community of adult artists by providing as much paid work (or payment for existing work) as I can. I know how much everyone is struggling right now - myself included.

Unfortunately Art for a book like this generally runs somewhere in excess of $50,000, and I'm dead broke, with the credit of a self-employed content creator. So I'm hoping to launch a crowd-funding campaign sometime later this year to cover those costs.

You can follow the project through any of my socials, including the Forbidden paradisium Discord server, and I will make a big announcement as soon as I go live with the crowd-funding. Currently I'm trying to pull together enough paid artwork to create promotional materials I can use for that.

Fan Content Notice

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Art Attribution

This is still only a draft of the final book, and uses a variety of artwork I have sourced from wherever I could find it. Some of it is unfortunately AI generated, I hold no license or copyright to any of it. I would normally include a lengthy credits section, but because the book is still being worked on, and the artwork is constantly changing, it hasn't been feasible to credit everyone directly.

That said, I am in the process of properly crediting what I can, and licensing as much of the work as possible. The following is a very incomplete, and still somewhat haphazard list of the featured artists who I have been able to track down. Expect it to grow, as I get closer to the final form of the book:

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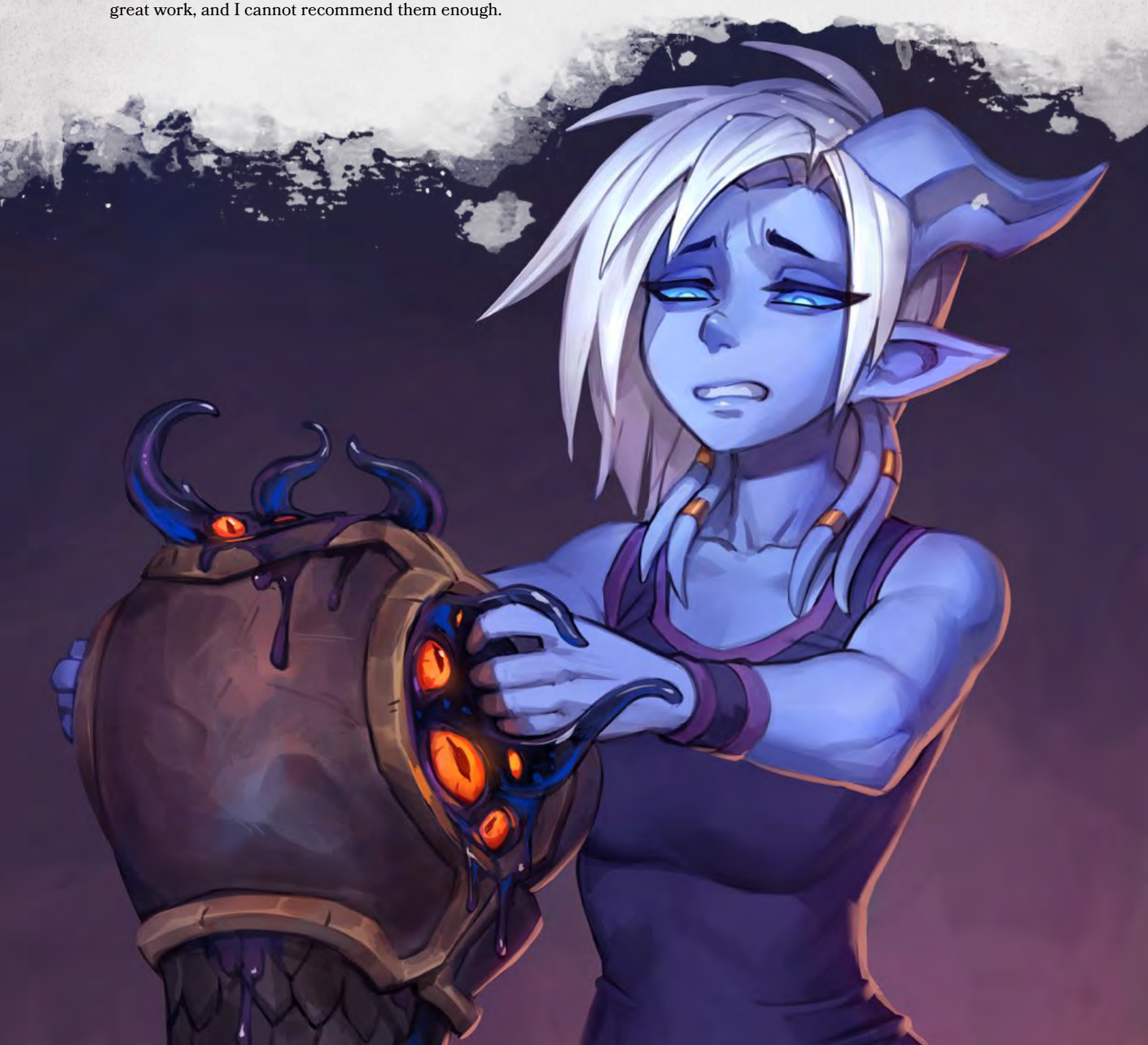
Homebrew Addendum

The following content extends beyond the scope of core 5e material, and provides additional lewd mechanics and character options for use with other 3rd-party or homebrew content: primarily that produced by **DM Clockwork Dragon** (which is just the name I use to publish my less explicit homebrew content). Because it references unofficial material that cannot easily be included in this book, this content won't be directly included in the hardcover print edition of the lewd handbook, but it's still quite fun, and I've chosen to include it as a special addendum to the free PDF.

Wherever possible, I will make sure to call out or link to the content each option or mechanic in this addendum is built for. All of my Clockwork Dragon content, you can find my entire collected works for free **here**, All of my content is published for free, but that might not be the case for other creators who's work is referenced in this addendum. I will do my best to include direct links to where you can find or purchase or acquire the content that these rules and mechanics rely upon, but it is up to you to do so. Please, if you can, try to support these other independent creators. They do great work, and I cannot recommend them enough.

That said, I have no actual association with the other creators who's content is referenced in here, and they don't have anything to do with the lewd mechanics I have created. I just wanted to have some fun making lewd additions for content that I personally have a lot of fun with. Everything here is provided as-is, and I make no claim towards the original works it is based on. Please don't harass the creators who's work I have featured here with questions about how their content is meant to work with the lewd mechanics provided.

All of the creators here produce awesome content of their own, but can't speak for their individual opinions on lewd tabletop gaming. It's quite possible they don't feel comfortable engagign with this content themselves. I provide everything here in good faith under the OGL and Fan content policies WotC has set down, but if you happen to be one of these creators, and want anything to do with your work removed form this supplement, just let me know and I will be happy to do so. I don't want to cause problems for anyone by sharing some bonus content I decided to make for fun.



Hollower Manifestations

(Hollower Class, DM Clockwork Dragon)

Mindless Thrall

When overwhelmed by the psychic stresses within, some Hollowers choose to escape their inner madness by letting go of thought entirely. As your insanity takes hold, you regress into a mindless doll, forgoing the responsibility of intelligence to eagerly serve your companions.

Surrender Control

Beginning at 2nd level when you choose this manifestation,, you have come to realize that the best way to endure your madness is trade your mental faculties for the pleasure of obedience

As a bonus action on your turn, you may choose to reduce your intelligence score by an amount equal to your proficiency bonus until the end of your next turn. If you do so, your insanity level is reduced by the same amount.

While your intelligence is reduced in this way, you become infatuated by the nearest ally, and have advantage on checks and saving throws made to follow any command or suggestions given to you by the target of your infatuation.

Quieting Echoes

Starting at 5th level, your Demented Nightmares are quieted by the all voice of the one you trust most. Creatures entirely inside your zone of nightmares can hear only the voice of the ally you are infatuated with. Creatures who fail their saving throw against your zone of nightmares become charmed by the target of your infatuation, rather than frightened

Spreading Servitude

By 11th level, you have learned to spread the bliss of mindless servitude. While you are under the effects of your surrender control feature, creatures who fail their saving throw against your Zone of nightmares are infatuated by the target of your own infatuation, rather than frightened. Your insanity score is reduced by 1 each time a new creature becomes infatuated in this way.

Thoughtless Action

Upon reaching 17th level, you have chosen to give yourself over entirely to your allies, allowing you to act without need for thought.

Once per round, While under the effects of your Surrender control feature, you may carry out the commands of your ally even if you have no actions remaining. If you do so, you gain an amount of insanity based on the type of action required to do so, as shown on the table below.

Thoughtless Action

Action Type	Insanity Gained
Reaction	*3*
Bonus Action	*6*
Movement	*6*
Action	*9*

Nymphomaniac

For some Hollowers, Madness is not an affliction, but an excuse to throw aside conventions and give in to the carnal pleasures of the flesh. You channel your insanity into sexual frenzy, exciting the same in others.

Insatiable Desire

As a Bonus Action on your turn, You may choose to give yourself over to a unique sort of nyphomania, washing away your growing insanity with load after load of pleasure. While Nymphomanic, you gain the following effects. These effects replace those normally associated with the nymphomanic condition. Even if you gain the condition from another source:

- You are hyperaroused and Intoxicated
- You are considered a willing creature for the purposes of all sexual advances,
- Your Inhibition Bonus is reduced to 0, if it is not already equal or lower to 0
- You are infatuated by a creature of your choice, and must use your action to move towards and attempt a sexual advance against them or a target of their choosing.
- You automatically succeed on climax saving throws, unless you choose not to.
- When you use your lunatic's strike feature as part of a sexual advance, you may reduce your insanity score by an amount up to twice your proficiency bonus (minimum of 1) rather than increasing it. If you do so, you deal an additional 1d6 psychic stimulation to the target for each point of insanity lost.

Your nymphomania lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't made a sexual advance or gained stimulation from a source other than yourself since then. You cannot willingly choose to end your nymphomania

Erotic Nightmares

Starting at 5th level, you have learned to turn dreadful nightmares into erotic fantasies by simply letting go. When you create a zone of nightmares, you may choose for Creatures who fail their saving throw against the zone to become hyperaroused rather than frightened.

Crazed Seduction

By 11th level, you have learned make even your enemies more amenable to your sexual advances. When you hit using your lunatic's strike features while subject to the nymphomanic condition, the target's Inhibition Bonus is reduced by 1. If this would reduce the target's inhibition to 0 or lower, it becomes infatuated by you.

Orgiastic Climax

Upon reaching 17th level, the madness released by your climax is enough to cause spontaneous orgies among those already affected by your power. When you climax, you may force all hyperaroused creatures within your zone of nightmares to make a Wisdom saving throw. On a failure they become nymphomanic until they climax, or your Nymphomania ends. Your insanity score is reduced by an amount equal to your proficiency bonus for each creature who fails this saving throw.

Insanity Effects

Result	Effect
1	*You find yourself reflexively speaking in the third person, as if telling your own story, rather than living it.*
2	*Wherever you look, you cannot shake the sensation that everything is ever so slightly out of place - as if the entire universe has somehow been shifted 2 inches to the left.*
3	*A random sex toy or piece of clothing within reach suddenly begins speaking to you, claiming to be a powerful artifact or the victim of a powerful polymorphic curse*
4	*Sex and masturbation are the only things that seem to hold your attention anymore. You find yourself becoming quickly obsessed with pursuits of physical pleasure.*
5	*You find the world itself to be hysterically funny, and have begun to giggle loudly at even the simplest things. These girlish giggles bubble out from you even when you know you should stay quiet.*
6	*The past, present, and future flow together in an uncanny reality. You have difficulty telling them apart, and commonly place events or memories in the wrong tense.*
7	*Sexual attraction blossoms from unexpected places. You find nearly everyone attractive, especially close friends.*
8	*You are overcome with the sensation of being watched, and become convinced that others are getting off to you.*
9	*You feel far too silly to trust your own intuition, and cant help but second guess yourself. Whenever you make a wisdom or intelligence check, you roll twice and take the second result.*
10	*You find yourself physically intoxicated by the lightest of substance. You suffer the intoxicated condition for 1 hour after consuming any food or beverage you have been told was spiked, regardless of if it has been.*
11	*You develop a powerful oral fixation, and feel the constant need to keep something phallic in your mouth. You must succeed on a dc 12 wisdom saving throw to resist sucking on such objects.*
12	*The last few hours are a Blur; you cannot seem to remember anything that happened since your last long rest.*
13	*Spending money or being spoiled by others is, like, so totally hot!. Whenever you or another creature spends wealth to purchase you something, you gain 2d6 psychic stimulation.*
14	*Your eating habits become horribly precise and unhealthy. You can only gain the benefits of a meal if it is made up primarily of candies and sweets.*
15	*You discover yourself to be inexplicably attractive, even if others do not share the opinion. Whenever you see your own reflection, you must succed on a DC 15 wisdom saving throw or be unable to look away.*
16	*Sensation is muddled, and you seem to hear colors or taste sounds. When making perception checks, you treat disadvantage as advantage, and advantage as disadvantage.*
17	*Your fingers struggle to remember the nuances of written language. You must succeed on a dc 12 dexterity check in order to write legibly.*
18	*You your vocabulary shrinks with each passing day simple and large words become difficult to pronounce. You have disadvantage on deception, persuasion and performance checks which rely on speech.*
19	*You are far too submissive to ever try and impose your will on others. You have disadvantage on persuasion and intimidation checks*
20	*Your memories seem to flee from you even as you grasp them. Whenever you attempt to recall a particular person, place, or event, roll 1d4 on a 1, you cannot recall the associated memory until you complete a long rest.*
21	*You cant help telling fanciful tales, even when the truth would be better. You can add twice your proficiency bonus to deception checks when telling a lie, but must succeed on a DC 15 charisma save in order tot ell the truth.*
22	*Light glares at your senses as if you are horribly hungover. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.*
23	*You are uncharacteristically chipper, and gain advantage on all skill checks in which you are proficient. This effect lasts until you fail a skill check, at which point you instead gain disadvantage on all skill checks.*
24	*Written Language becomes difficult as the symbols on the page seem to dance around. You must succeed on a DC 12 intelligence check to read any writing, even if you can normally read that language.*
25	*You are too simple minded and eager to please to attempt any sort of trickery. You have disadvantage on skill checks to lie, deceive, or steal.*
26	*Constant arousal fogs your mind. You gain one level of overstimulation, and cannot gain the benefits of a short rest*
27	*You have trouble focussing in the presence of sexual implements. You have disadvantage on attack rolls and saving throws while within 5 ft of an exposed sexual implement.*
28	*Your bimbo brain just cant seem to put coherent sentences together. You must succeed on a dc 12 dexterity save in order to speak coherently.*
29	*The difference between dream and memory is ill defined. You have disadvantage on knowledge checks made to recall information, however on a natural 1, you recall relevant information you have no way of knowing.*

30	*You find the making of decisions difficult, and often falter in critical situations. Whenever you roll a d20, you treat a roll of 2 or lower as a critical failure.*
31	*You find yourself easily distracted and unable to focus on any single task or target. You cannot choose to repeat the same action or target the same creature or object twice in a row*
32	*Your own name becomes the trigger of a powerful compulsion. If a creature you can hear speaks your full name aloud, you feel compelled to obey their commands as if targeted by the spell Suggestion*
33	*You cannot seem to recall much of anything from the past week. You cannot remember anything that has happened during the past 1d6 days.*
34	*You cannot seem to recall how to use tools you once knew so well. You lose one weapon or tool proficiency, chosen by the DM*
35	*Even the lightest touch wracks your mind with erotic pleasure. You gain an extra 1d6 psychic stimulation whenever you gain stimulation from a physical source.*
36	*Your hands seem hesitant to do anything other than play with yourself, you have disadvantage on checks and saving throws while at least one hand is not being used to pleasure yourself.*
37	*You are convinced that you must feed on the orgasms of others to survive. You, and suffer one level of exhaustion for 4 hours you go without bringing another creature to orgasm, and must succeed on a DC 18 charisma saving throw to resist consuming the sexual fluids of other creatures.*
38	*Your dreams are plagued with erotic fantasies to powerful to resist playing with yourself. You must succeed on a dc 15 charisma saving throw in order to gain the benefits of any long rests you take.*
39	*You have been afflicted by a terribly lewd curse, even if no one else seems recognize the signs. You suffer the effects of a random Lustbrand with a tier equal or less than your proficiency bonus.*
40	*Your mind refuses to commit new information to memory. At the end of each long rest, you forget everything that has happened since you first gained this madness effect.*
41	*You feel compelled to repeat yourself, lest you make a mistake. Whenever you take an action, you must repeat that action 1d4 times.*
42	*Your body is overwhelmed by the need to masturbate. You must succeed on a dc 12 charisma check each round, or spend your turn masturbating furiously.*
43	*Your every orifice feels tighter and more sensitive to pleasure. You are treated as one size category smaller for the purpose of being sexually penetrated.*
44	*You find yourself reflexively trying to pleasure those around you. While within 5 ft of another creature's exposed sexual implements, you must succeed on a dc 18 charisma check or attempt a sexual advance against the target.*
45	*You suddenly find yourself aroused by things you never were before. You gain the negative effects of one Fetish Feature, randomly chosen by your DM.*
46	*Everything turns you on, but you can't seem to cum no matter how hard you try. You gain the Denied and Hyperaroused conditions.*
47	*What ever that was... You need more. You develop an addiction to the last sexual act you performed or were targeted by, and gain one level of exhaustion for every day you go without it*
48	*Whoever or whatever they are, they are the most arousing creature you have ever seen. You become Infatuated by one creature that you can see, chosen by the DM, and are hyperaroused while within 15 ft of said creature.*
49	*A deep and erotic need grips your entire being, draining your resistance to sexual advances. Your Inhibition Bonus is reduced by half, and you gain the hyperaroused condition.*
50	*You cannot remember anything from before you gained this insanity effect, and must succeed on a dc 15 charisma check to benefit from any of your skill proficiencies. You still remember how to speak, walk, and otherwise function, and can still use abilities and features from your class.*
51	*Your body betrays you at every turn. You automatically fail stealth checks, and must succeed on a dc 15 charisma saving throw each round, or use your reaction to make a sexual advance against a creature within ft of you. If no creature or object is present, you instead make a sexual advance against yourself.*
52	*Lust overtakes every moment of your free time. You must succeed on a DC 12 constitution saving throw to gain the benefits of a long or short rest. On a failure, you instead spend the entire time masturbating.*
53	*You suffer intense flashes of orgasmic pleasure, as past climaxes echo through your body. When you are hit by a sexual advance, you must succeed on a dc 15 charisma check or be incapacitated until the end of your next turn*
54	*You see the world through a lense of unadulterated sexual desire. Whenever you enter a new area, you must succeed on a dc 15 charisma save or be under the effects of the hallucinatory terrain spell as controlled by the DM. On a natural 1, you also gain the nymphomanic condition until you are brought to climax.*

Mutophage Afflictions

(Mutophage Class, DM Clockwork Dragon)

The Green Plague

The Green plague is an envious curse rumoured to originate within the realms of fey. Mutophages born of this curse suffer from terrible jealousy and vanity, and are gifted with the power to take from others the beauty they desire for themselves.

Absorb Anatomy

Beginning at 3rd level, you are capable of stealing the sexual characteristics of those around you. When you succeed on an attack with a natural weapon, you may choose to deal no damage, instead expending a hit dice as if activating a mutation in an attempt steal an aspect of the target's anatomy.

Choose one aspect of the creature's natural anatomy, such as a natural weapon or sexual implement. The target must make a constitution saving throw. On a failure, this aspect of the target's anatomy is reduced by one size category, and you gain or increase the size of this aspect of the your own anatomy, up to a maximum of gargantuan. If this effect reduces the element of a creature's anatomy below zero, the target loses this aspect of it's anatomy A natural weapon reduced or enlarged in this way is affected as if by the *enlarge/reduce* spell, and any natural weapon gained in this way starts with the statistics of it's equivalent on the natural weapons table.

The effects of this feature last until you complete a short or long rest, at which point both you and the target return to your natural state.

Stolen Climax

Beginning at 7th level, you have learned to harness the sexual release of others. When a creature other than yourself within 5 ft of you would climax while at maximum arousal, you may use a reaction to force the creature to make a constitution saving throw against your mutation save DC. A willing creature may choose to fail this saving throw. On a failure, the creature's arousal is immediately reduced by a number of d6 equal to your proficiency bonus, and you regain a number of hit dice equal to the same amount.

You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long or short rest before you may use it again

Envious Mutation

By the time you reach 10th level, the strangeness of your form is enough to inspire an uncanny source of desire in others. When you activate a mutation as part of your turn, all creatures who can see you must make a wisdom saving throw. On a failed save, a creature becomes hyperaroused, and has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the end of it's next turn. Allies have advantage on this saving throw.

Infatuating Flesh

Upon reaching 15th level, your body erotic mutations are enough to drive all other thought's from a creature's mind. The effects of your *Envious Mutation* last for a number of rounds equal to your charisma modifier. A creature may repeat it's saving throw against these effects at the end of each of it's turns. Additionally, if a creature critically fails a saving throw against these effects, it instead becomes infatuated with you for the remaining durration

Thief of Beauty

Upon reaching 18th level, the true nature of your sinful mutation becomes clear. If you fully remove an aspect of a creature's anatomy using your Absorb Anatomy feature, the effect on the target becomes permanent, and your charisma score increases by 1 until you complete a short or long rest, up to a maximum of 24.

The Endless Hunger

Not all mutations are purely physical in nature. Vampirism is, in many ways, a mutation of the soul, transmitted through blood. The hunger of this affliction drives it's victims to consume the very essence of living creatures, draining them of blood in an attempt to sustain their mutated soul.

Vampiric Hunger

Beginning at 3rd level, your vampiric mutations allow you to drain vitality from those you strike. Once per turn when make a natural weapon attack against a living creature and hit, you may use your reaction to feed on the life-essence of your target. When you do so, the target's hit point maximum decreases by the amount of damage dealt, and your hit point maximum increases by the same amount. This does not increase or restore your current hit points. Both maximums return to normal when you complete a short or long rest.

You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long or short rest before you may use it again

Blood Frenzy

By 7th level the hunger that dives you has grown, empowering you with unnatural speed and stamina for a short time after feeding. Immediately after using your *Vampiric Hunger* feature, you enter a violent frenzied state, which provides the following effects:

- You gain an additional number of reactions each round equal to half your proficiency bonus. These reactions can only be used to make opportunity attacks.
- Your Speed increases by 10 ft.
- You have advantage on strength checks and saving throws.
- Each time you take damage from any source, you gain temporary hit points equal to half the damage taken.

While frenzied, you treat all creatures as hostile for the purpose of opportunity attacks, and must make an opportunity attack against any creature that provokes one. If you are able to cast spells, you can't cast them or concentrate on them while frenzied.

This frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You cannot choose to end this frenzy

Vampiric Half-Life

By the time you reach 10th level, your soul has mutated into something not yet dead, but not quite living. You no longer age, and don't need to eat or drink.

Additionally, you gain resistance to necrotic damage, and treat exhaustion as if it were one level less.

Soul Feast

Beginning at 15th level, you have learned to truly harness the power of your hunger. When a creature within 5 ft of you dies, you may spend a reaction to regain a number of hit dice equal to your proficiency bonus, and activate a or increase the tier of a single mutation. You may use this feature a number of times equal to your constitution modifier, after which you must complete a long or short rest before you may use it again

Corrupting Hunger

Upon reaching 18th level, your hunger corrupts those you feed upon, when you use your *vampiric hunger* feature to increase your maximum hit points, you may force the target to make on a constitution saving throw, on a failure the target gains one mutation of your choice from among the list of mutations you know. This mutation becomes active at it's lowest tier, and lasts until the target completes a long or short rest.

Necroficer Perversions

(Necroficer Class, DM Clockwork Dragon)

Dollmaker

Necroficers are often seen as mad purveyors of undeath, or twisted scientists of the unclean, but few are considered as perverse in their studies as the Dollmaker. Unlike other Necroficers, Dollmakers do not limit themselves to simple flesh when constructing their undead horrors, grafting bone and sinew together with artificial and even mechanical components to create hybrid automatons animated by the souls of the dead. These unsettling dolls are often eerily lifelike and beautiful, like marble statues come to life.

Artificial Components

At 3rd level, you have begun experimenting with the grafting of artificial components into the flesh of your horrors. You no longer require a complete corpse to construct a horror, and may supplement missing body parts, or construct a horror of a different body type or size category than the corpse you use by spending at least 10gp worth or artificial materials or components per CR of the resulting horror

Additionally, When repairing a horror, you may choose to spend 10gp worth of artificial materials in place of a soul ember. If you do so, the horror regains no hit points, but instead gains temporary hit points equal to 6 + your proficiency bonus.

Grafted Enhancements

Beginning at 6th level, you have learned to fuze equipment and magic items directly into the flesh of your horrors. When crafting or repairing a horror, you may consume weapons, armor, or magic items with a rarity of rare or lower to as artificial components. Doing so destroys the item, but grants it's enchantments and properties to your horror as if it had attuned to the item.

For example, fuzing a Flametongue shortsword into your horror's flesh would grant it a natural weapon attack that deals 1d6 base damage (not including ability modifiers), and allow the horror to wreath this natural weapon in flames, as per the effect of a Flametongue weapon. Similarly, grafting a set of +1 magic platemail into your horror's body would grant it an AC of 19 (18+1), but give the creature disadvantage on stealth checks.

At 17th level, You may consume magic items and equipment of any rarity as artificial components when crafting or repairing your horrors

Petrifying Injection

By the time you reach 11th level, Your experiments in fuzing flesh with inorganic elements has resulted in a twisted discovery: you have created a serum capable of transforming living flesh into stone or other inorganic materials. Crafting this serum takes 1 hour, and consumes 3 soul embers per dose.

As an action on your turn, may inject this serum into a target. If the target's body is made of flesh, the creature must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your intelligence modifier. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the serum fails and the effect ends. The serum also fails if the creature regains hit points by any means. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the next 24 hours. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If the effect is not reverted within 24 hours, the creature is turned to stone until the effect is removed. The broken pieces of a petrified creature may be used as artificial components with a total value of up to 10gp per CR of the petrified creature.

Petrified Rebirth

Upon reaching 20th level, you have perfected your serum, instilling it with the twisted essence of undeath to extend it's nightmarish potential. When a creature is petrified as a result of your *Petrifying Injection* feature, you may immediately use your reaction to expend a number of soul embers equal to the triggering target's CR or level, causing the creature to reanimate as an undead horror under your control. Horrors created in this way share the in-game statistics of their living counterparts, but are short lived, and crumble to pieces after 1 hour, unless preserved through the use of additional magic such as a *wish* spell

Necroficer Perversions

(Necroficer Class, DM Clockwork Dragon)

Wombhorror

While other Necroficers may be content to create petty facsimiles of life, such half-measures have never been enough to satisfy you. Through the most perverse of experiments, you have transformed your own body into factory and incubator for truly living horrors.

Monstrous Incubation

Beginning at 3rd level, your perverse experiments have begun to bear fruit - in the most grotesquely literal sense. In place of crafting undead horrors, you may choose to use your own body as an incubator to grow living monstrosities.

When growing a horror through incubation, you may choose a DM approved monstrosity from the monster manual or other DM approved source that is of a level you can craft (see necroficer table). The resulting creature must have a an intelligence score no higher than your intelligence modifier + your proficiency bonus. If a horror would have an intelligence score higher than this, the incubation fails.

Growing a living horror consumes soul embers in the same way as crafting undead horrors, but requires significantly more time. The time required to Incubate a monstrosity is equal to it's total CR value in days, rather than hours. You may incubate a number of horror sin this way at one time equal to your constitution modifier.

While incubating at least one horror in this way, you are considered pregnant. You add your intelligence modifier to any saving throws triggered by or related to this pregnancy. If the pregnancy is terminated early, all active incubations fail, and you take necrotic damage equal to 1d6 per Total CR of the incubated horrors.

Incubating a horror does not require corpses, but does require a genetic sample from similar or component creatures, as determined by your DM (for example, to incubate an owlbear, your dm might require blood from both an owl and a bear). These samples are consumed as soon as incubation begins, and cannot be re-used, however you can take new samples from successfully incubated horrors you create in this way. Monstrisities created using this ability are always infertile, and cannot be made fertile through any means short of a *Wish* spell or similar magic

Illegal Monsters

The "monstrosity" creature type is a very large umbrella, and while the rules provided here should rule out most creatures that would be unfair or overpowered to place in the hands of a player, there will always be exceptions, especially when making use of 3rd party monster manuals. One such exception, is the ***rust monster****.*

Rust monsters are notoriously ill-labelled as only a CR 1/2 monstrosity, despite their ability to corrode metal represents a meaningful danger to adventuerers of any level, as well as things like castle gates and fortifications, or even certain kinds of nonmagical construct. What's more, the speed at which they can corrode these things is such that only a handful of the creatures could devastate an entire kingdom in a matter of weeks if left unchecked

No player should under any circumstance be allowed to create and control a rust monster.

Vile Fusion

Beginning at 6th level, you have begun experimenting with techniques to combine the traits of multiple monstrous creatures. When incubating a horror, you may choose to replace one special sense, movement speed, trait, or attack with one chosen from a bea second monstrosity with a CR equal to or lower than that of the first. Both monstrosities must be of a CR you can create. You may perform this hybridization only once per Horror.

Defiled Womb

By 11th level, the horrors you have inflicted upon your own body have given you a grotesque familiarity with the state of pregnancy, and made you more resilient during it. You no longer suffer disadvantage on dexterity or strength saving throws while pregnant, and are immune to the poisoned condition caused by pregnancy.

Additionally, if a failed saving throw would cause your pregnancy to be terminated early, you may use a reaction to expend a soul ember, adding 1d8 to the result.

Moreauvian Hybrids

Beginning at 17th level, you have learned to more effectively combine creatures within your womb. When incubating a horror, you may choose expend an additional soul ember to add a special sense, movement speed, trait, or attack chosen from a second creature, without replacing an existing element of the horror you are creating. Doing so increases the CR of the resulting horror by 1. This can be used alongside your *Vile Fusion* class feature to combine traits from up to three creatures.

Monstrous Implantation

At level 20, your years of personal defilement have prepared you to undertake even more horrific experimentation. As an action on your turn, you may inject a willing or unconscious creature with the same perverse cocktail you use to initiate *Monstrous Incubation* in your own body. The target must make constitution saving throw against non-traditional pregnancy. If the creature is infertile, it has advantage on this saving throw. On a failure, the target becomes pregnant with a single monstrosity of your choosing, as if you were incubating it yourself.

Implanted horrors cannot benefit form your *Vile Fusion* of *Moreavian Hybrids* class features, and must be incubated for twice the normal amount of time. A creature pregnant with one of these horrors suffers the effects of pregnancy as normal.